STAR

X WING

WARS®

THE OFFICIAL STRATEGY GUIDE

Rusel DeMaria

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  the Space Combat Simulator

✳ Complete Strategies for All Missions!

✳ Exciting 3-D Graphics of Epic Space Battles!

✳ Inside Information and Interviews with
  Lawrence Holland, Edward Kilham and the rest of the X-Wing Design Team

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X-Wing

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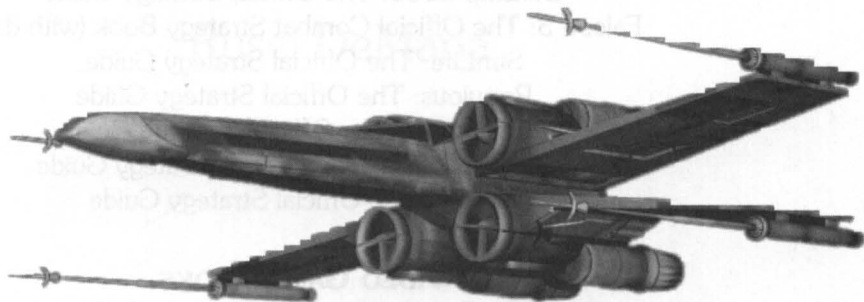
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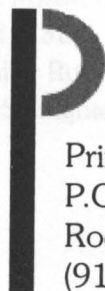The Legend of Zelda: A Link to the Past Game Secrets
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X-Wing

The Official Strategy Guide

Rusel DeMaria

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Acknowledgments

Introduction

The Farlander Papers was a small, limited edition book/manual I wrote for LucasArts to include in the X-Wing game package. You'll find most (but not all) of that book between these pages as well. Why? Because The Farlander Papers is a collector's edition, but we all felt that the information contained in that book is a necessary part of the X-Wing experience. If you already have The Farlander Papers, don't worry. You haven't wasted your money with this book. There's a lot more in here that we believe you'll find very valuable (see the Road Map on the following page).

   X-Wing: The Official Strategy Guide is divided into discrete parts. Some of the book is just a story tying together the missions and X-Wing experience through the eyes of Keyan Farlander, a recent Alliance recruit. I've made every attempt to create an entertaining and (mostly) consistent story for your enjoyment. However, it should not be necessary to read any of the story elements to gain mastery of the game. All the important strategy information is given in clearly differentiated pages of the book. Story elements begin with the following icon (except at the beginnings of chapters):

You can skip these sections if you want. Mission descriptions always start like this:

OP 1: DESTROY IMPERIAL CONVOY
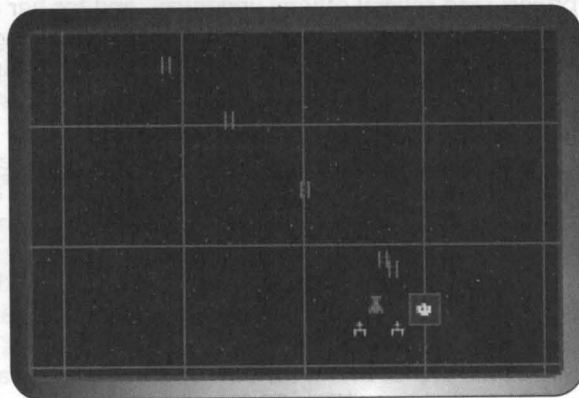
   The text in the mission strategy sections also looks different. To find the page number for each mission strategy, look in the table of contents.

   You may discover some discrepancies in the fiction. In some cases, it is difficult to organize all the information you will want to know and keep the timeline of the fiction intact. For instance, in the *Starfighter Pilot's Handbook*, the TIE Advanced

fighter is described, eventhough Keyan is reading this document before the appearance of the TIE Advanced (or its prototype, at any rate) during the Battle of Yavin. We don't mention the B-wing or the Interdictor there, but both spacecraft appear in the technical section (Appendix C).

> Even more important, some of the information about the game simply doesn't fit into the fiction at all. This applies especially to the mission spoilers that give you information you could not possibly have when flying the mission in the "real" world (galaxy). I've included this information in special sidebars that have the X-Wing game logo in the corner. When you see that logo, please don't consider the information in the sidebar part of the story line.

Road Map

- **Part One** of this book is nice if you want some background on the Star Wars fiction and storyline. It is essentially reprinted from the Farlander Papers.

- **Part Two** is loaded with strategies and tactics. The Starfighter Pilot's Handbook has been expanded significantly and you'll find a lot of very useful information here.

- **Part Three** provides specific strategies for each historical mission.

- **Part Four** provides specific strategies for the tour of duty missions.

- **Appendix A** covers the scoring system used in the game. You'll find that very interesting. It also deals a little with enemy artificial intelligence.

- **Appendix B** is a brief guide to using the Film Room (or as Keyan calls it, the Holo Film Room).

- **Appendix C** is an expanded version of the Imperial technical document Keyan recovers in his historical mission (X-wing #6). We've added the TIE Advanced, the B-wing Starfighter, and the Interdictor Cruiser to these pages. These three spacecraft will figure prominently in future X-wing mission disks from LucasArts.

- **Appendix D** is a good one. It contains pages and pages of mission statistics gleaned directly from the X-wing developers. You'll find the information in this section fascinating.

- **Appendix E** is contains brief biographies and an interview with Larry Holland and Ed Kilham.

One thing nobody can do is make somebody else a better pilot, however. You'll still need a steady hand and a lot of concentration to get though some of these missions. I wish you lots of good luck and good spacing.

Foreword

In 1977, the movie *Star Wars: A New Hope* appeared in cinemas around the world, and a new phenomenon was born. With its masterful blend of classic storytelling, unforgettable characters and revolutionary special effects, the Star Wars movie trilogy left a permanent impact on its audience. The vivid images of the space battles, the resonating sounds of Darth Vader's ominous breathing . . . the fierce roar of a TIE fighter's attack, all combined to create an experience that few of us have forgotten.

The great (and unanticipated) achievement of the Star Wars movies is that they created a completely captivating, richly detailed and believable fantasy world; a world of characters, places and futuristic technology that has transcended the original films. I think the most powerful reason for claiming the Star Wars trilogy a classic of American film, and of storytelling, is the ease with which its world has continued to find new expression in novels, comic books, and computer games. What a rich world George Lucas gave us!

The computer entertainment industry has often looked to films for inspiration, and to the Star Wars trilogy in particular. The creating of "interactive movies" that combine compelling storytelling with a powerful and intense visual experience has long been the holy grail of computer game software. A year ago, we realized that home computers had become sufficiently powerful to allow an experience that would do justice to George Lucas' Star Wars vision, and, more importantly, to the indelible impression it had left in all of us. So X-Wing was born, an ode to all those moviegoers, who like ourselves, longed to jump into the cockpit of an X-wing and take up the fight of the Rebel Alliance.

Rusel DeMaria was part of the X-Wing project from the earliest days as author of *The Farlander Papers*. In that book, he introduced Keyan Farlander and told the exciting story of his initial mission as a Rebel starfighter pilot. With this latest book, *X-Wing: The Official Strategy Guide*, he has provided a detailed strategy book while continuing to contribute to the ever-growing pool of exciting Star Wars-based fiction.

Rusel's work has great value for two reasons: First, he has added a rich installment to the Star Wars lore by creating new insights into the workings of the Rebel Alliance, building a wonderful foundation for understanding the life of a Rebel pilot. Second, he has built a powerful and thorough resource for game players wishing to improve their skills as X-Wing starfighter pilots and understand more about the game itself. *X-Wing: The Official Strategy Guide* is a wonderfully organized reference book of practical strategies for mission success, filled with extras like Ocean Quigley's action-packed 3D graphics, as well as delightful tidbits of information about the game and the Star Wars universe. Rusel has admirably carried on the Star Wars legacy and provided a "must-have" book for all Star Wars and X-Wing fans.

—Lawrence Holland
Edward Kilham

X-Wing: The Official Strategy Guide
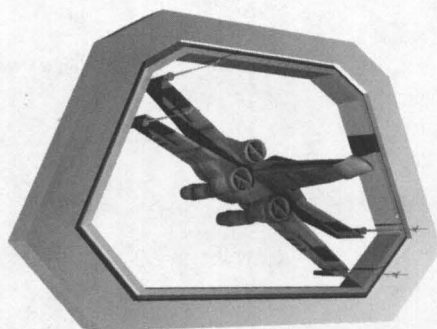
Part I

PART ONE
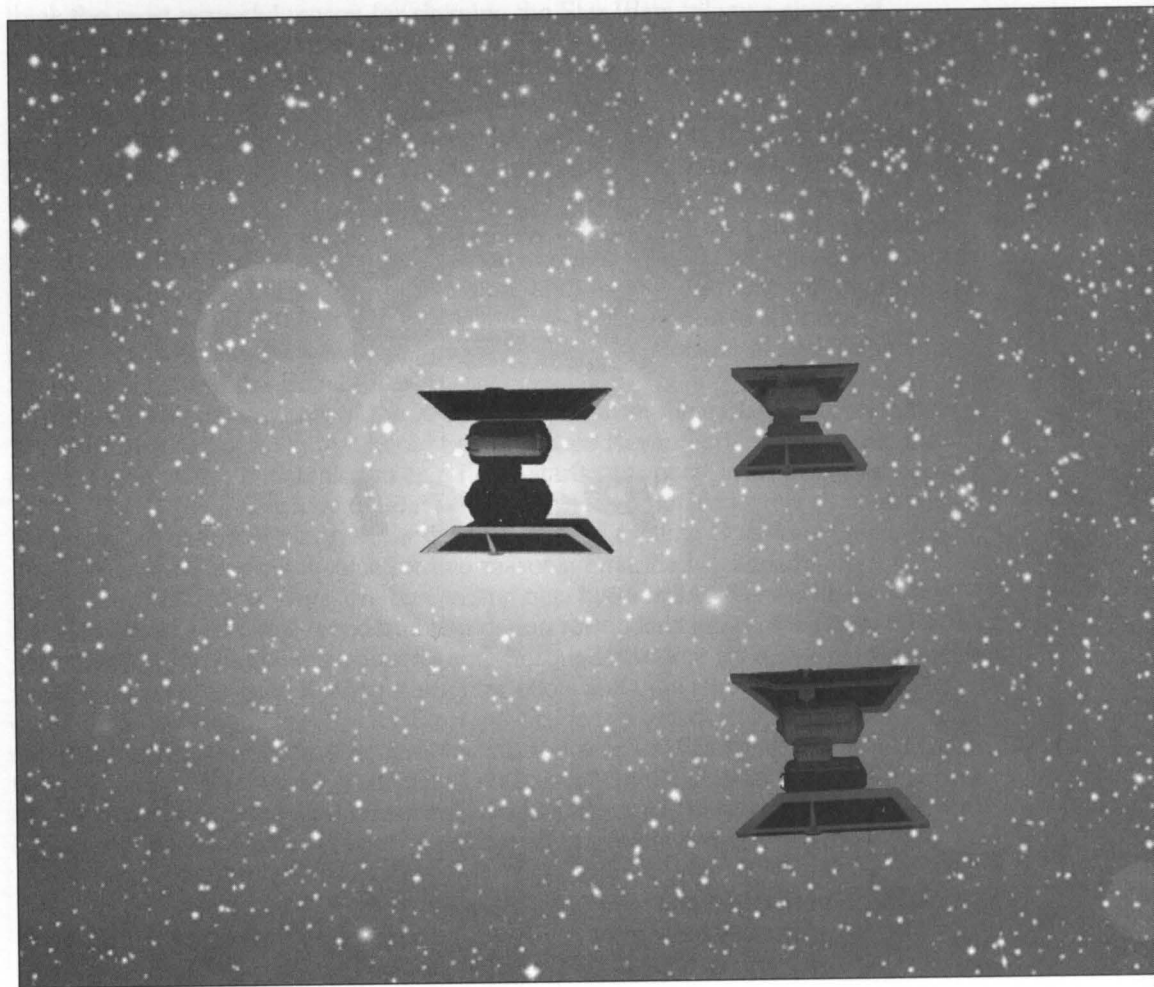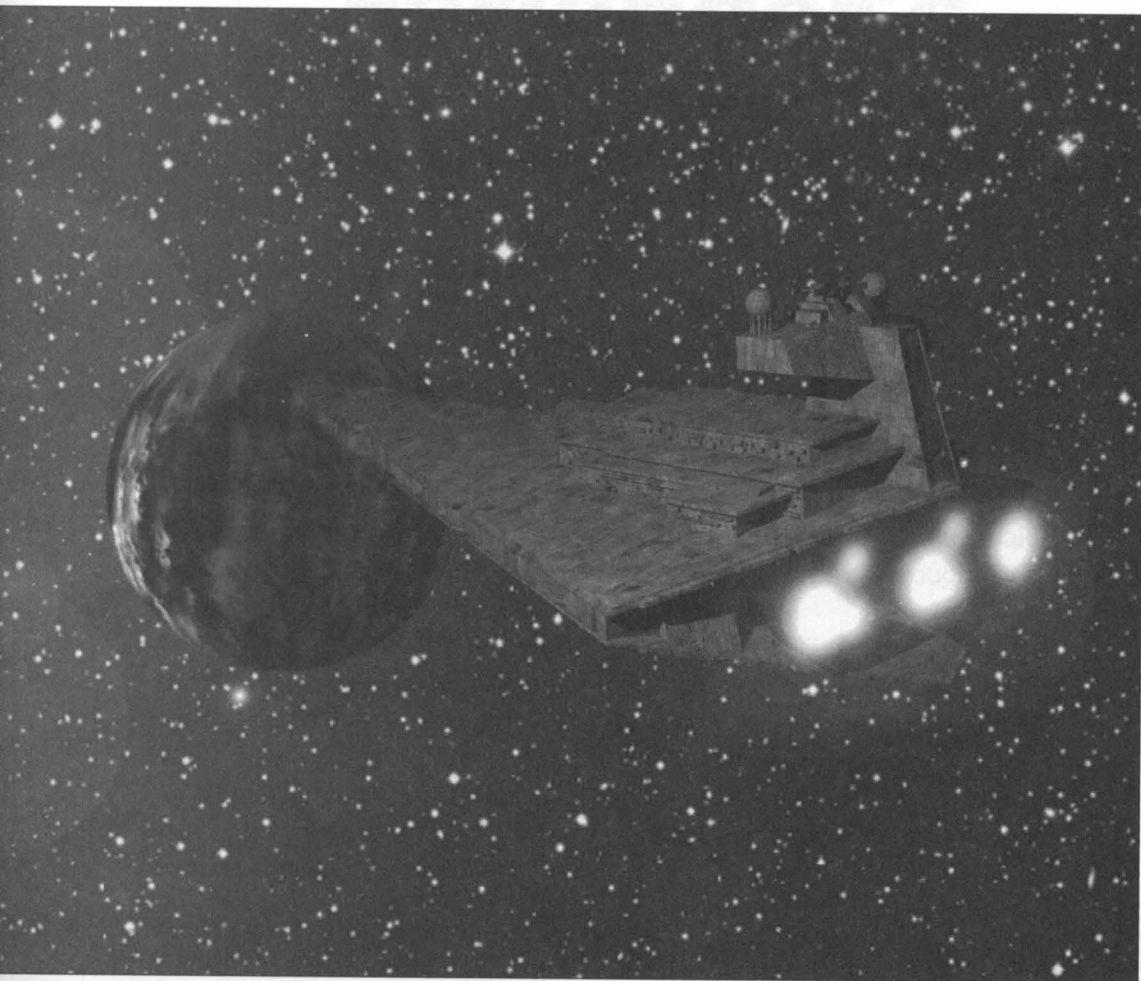
FARLANDER'S
STORY

You've taken your first step into a larger world.
— Obi-Wan Kenobi

PART ONE

Farlander's Story

THE SENTENCE

There was no trial. Just the blaring voice of the Imperial commander reading our sentence— " . . . people of Tondatha on the planet Agamar, Lahara Sector have been found guilty of sedition and plotting against the great Emperor Palpatine and the mighty Empire. The sentence will be executed without delay . . ." —then the immediate Dopplered whine of concussion missiles fired from orbit, the blast of their detonation, the ground shaking in staccato convulsions, finally the heavy blaster fire ripping through roofs, burning our friends and families . . .

I try not to think about the day my town was obliterated, the day everything I believed about humanity and the way things worked was turned upside down, the day my family died and I became, in heart and spirit, a Rebel. I do my best to forget, but I know I never will.

Were my parents truly Rebel collaborators? Was anybody in our small, backwater town guilty of the crimes we were accused of, punished for? I know I wasn't. Not yet, anyway.

I was on my way back from Calna Muun, what we used to call the "Big City." I had just run an errand for my father and was taking a short detour through a small forest of binka trees. I liked to use the trees as obstacles as I pushed my T-16 Skyhopper to the limit. Binka trees never grew too near each other — too competitive. So binka forests made great obstacle courses.

Then I spotted the assault vehicle dropping into the upper atmosphere. It was massive — the biggest thing I'd ever seen in the skies of Agamar.

I kicked my 'speeder into overload and raced toward home. The Imperial craft seemed to parallel my course. It moved slowly, but steadily toward Tondatha. My stomach flip-flopped and my head pounded. What could be the meaning of this . . . this visitation?

I was a loyal subject of the Empire — if any young man on a faraway planet in a distant arm of the Galaxy could be said to be loyal — as opposed to completely indifferent. In fact, I had never questioned the status quo, but had accepted the fact that the Empire was the Empire. It didn't have anything to do with me or my daily life. Everything political happened in the Hub — among the dense, populated systems of the Galaxy. Here on the Rim, we were farmers, merchants, and craftspeople who rarely, if ever, saw a government official or received a visit from Imperial forces.

I remember once, when I was about five or six, a small flotilla of Imperial warships had come to our sector and a few landing vehicles had flown over Agamar. I looked at them in awe and wonder, thinking them the most marvelous of sights. My friends and I all chattered for weeks about becoming pilots for the Imperial Navy and flying off to strange and faraway worlds.

So why was it that I viewed this assault vehicle with such dread?

By the time I arrived, the huge ship was directly over Tondatha. I slewed my 'speeder through the streets toward home. It was dark; the Imperial ship blotted out the sun. Dust kicked up behind me in spreading clouds and small whirlwinds, but the streets were virtually empty and I hardly slowed down.

I heard the sound of the Imperial commander's voice pronouncing sentence on my home, then the distinctive and unmistakable crackling of heavy blasters and the deafening concussion of the proton torpedoes as they impacted. The first torpedoes hit just as I reached the door of my home. Bursting inside, I started yelling, "Father! Mother! Kitha!"

Then the roof fell in and a searing blaster bolt incinerated the kitchen. I was thrown to the floor, nearly blinded, and coughing from the smoke and dust. I crawled through rising flames, still calling for my family. Something heavy fell and I knew I was dead.
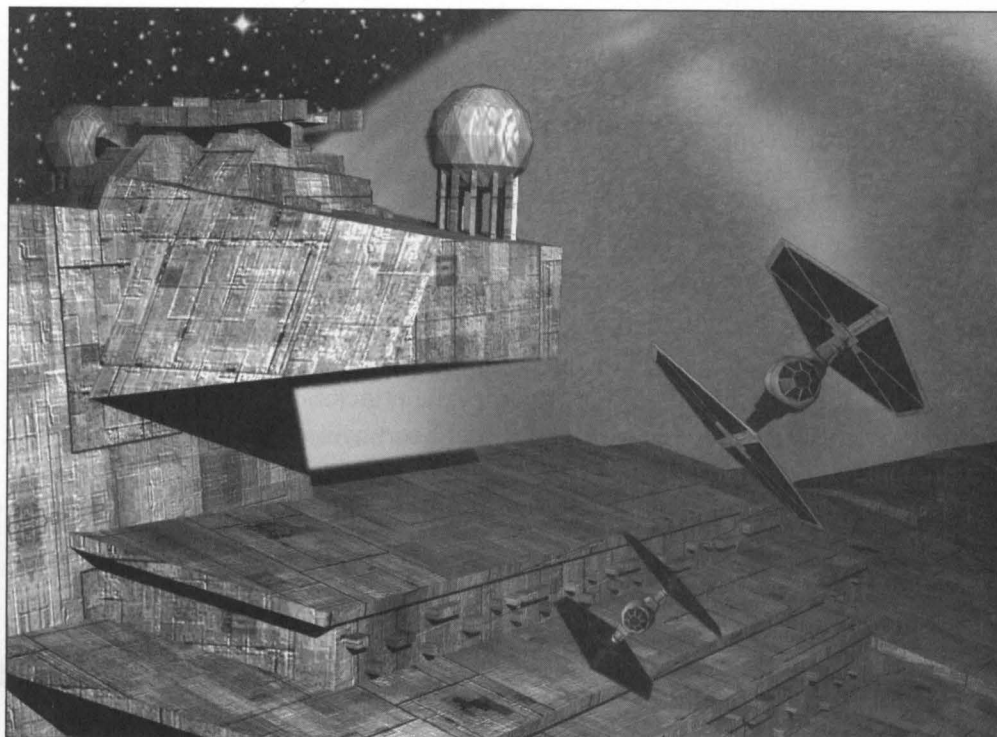
THE AFTERMATH

Three months later, Tondatha was nearly deserted. The death toll had been too high, the destruction too thorough to rebuild. To my utter amazement, I had survived with minor burns and little more than a mild concussion. But the wounds of the spirit were much deeper than those of the flesh. Both my parents were dead. My sister, Kitha, had been badly burned. I had reluctantly shipped her off to our relatives on Oorn Tchis, where she would be treated. I feared she would never recover.

I stayed behind. I had no idea what I would do on Agamar, but I think, even then, I was considering the Rebellion. I needed a new home, but more than that, I needed a focus for what was left of my life. And more than anything, I needed revenge. I had already suffered my punishment. Now I would commit the crime!

I moved to Calna Muun, and lived by doing odd jobs. I kept my ears open, but didn't socialize much. For several months, I just listened to people speak. I had picked out places where one could hear the kind of talk I was listening for,

seditious talk of the Alliance and the Rebellion. When they learned my story, the denizens of those places accepted me without too many questions, but I was not ready to join them. The wounds were too recent. They respected my grief and left me alone.

Over time, I became a member of the Resistance on Agamar. I attended secret meetings where people talked of such abstract concepts as freedom from tyranny, truth, and justice. It was all talk. After all, what could we, on Agamar, do to bring down the mighty Empire? The rhetoric served to keep people interested, but I longed for action.

One day my waiting and listening paid off. Someone very important was coming to Agamar in the wake of the Imperial attacks. I was determined to be there. Somehow I knew this was what I had been waiting for.

THE SPEECH

The old warehouse was buzzing with low, nervous voices. Each of us had been assigned different arrival times, and small groups of Resistance members had been entering the meeting place for about an hour. I was in one of the middle groups and had arrived about 10 minutes earlier.

There was good reason for the nervousness. This was a big gathering of Resistance members, a perfect target for an Imperial surprise attack. Despite assurances from the Alliance leaders, the risks involved in attending this meeting were considerable.

The background noise evaporated abruptly as a woman walked onto the makeshift dais at the front of the room. I heard whispers of "Mon Mothma" and "Chief of State" and realized that this was the founder of the Alliance herself. The whole room tensed in preparation for her first words, a few scattered whispers were the only sounds I could hear.

Mon Mothma wasted no time. Her voice was forceful and filled the small warehouse with her plea.

"Beings of the Galaxy Unite! Shed the Yoke of Imperial Oppression!"
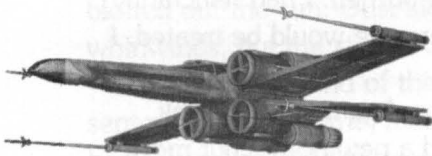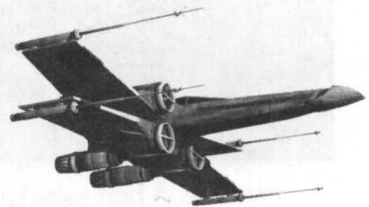
Even the whispers stopped, and dead silence followed. The woman continued more softly, almost conversationally.

"Thank you for coming today. It is a pleasure to be once again on the beautiful planet of Agamar. First I want you to know that this area has been surrounded by our forces. It is heavily shielded, our battle cruiser orbits above us, and picket droids have been deployed. In other words, there is no chance of an Imperial surprise attack. You are safe among us . . . for the moment."

I imagined the great Star Cruiser floating silently somewhere above us, past the limits of atmosphere and the confinement of gravity. I imagined starfighters, X-wings and Y-wings in a dance around the cruiser. Then I felt safe and turned my focus to the woman's speech.

DID YOU KNOW . . .

- that the Old Republic was a democratic union of worlds governed by a duly elected Senate? That it represented the needs of all beings regardless of race, species, or home sector?
- that "Emperor" Palpatine was once a Senator, and that he has seized power, stolen our freedoms, disbanded the Senate, and crushed all dissent?
- that the current Empire is in the process of subjugating or destroying the non-human races?
- that there is HOPE?

Take a moment with me now, my friends, and learn about the greatest peril our galaxy has ever faced! There is hope, but only if you know why you're fighting. Do you know who your friends are? Do you know your enemy?

THE END OF THE REPUBLIC

How did all this happen? Here's the short answer. GREED! CORRUPTION! DECEIT! OPPRESSION! TYRANNY! THAT IS THE STORY OF THE EMPIRE!

As she intoned this indictment, the Alliance leader's voice resonated through the warehouse. Then she paused again as if to let this image sink in. When she continued, her voice was controlled, quiet, penetrating . . . the voice of a storyteller. Behind her, brutal images of Imperial oppression occasionally appeared on a simple flat-screen projector. I was quickly transported back to another time, far, far away, but not so long ago.

It wasn't always this way. We were at peace following the Clone Wars. Guided by the Jedi knights and the government of the Republic, war-weary citizens rebuilt their lives and restored their worlds. The central authority of the Republic encouraged prosperity and freedom for all.

But the galaxy is vast. With a thousand thousand worlds to govern, a few greedy senators found that they could abuse their power, at first in small ways, but then ever more boldly. Slowly but steadily, corruption infected the Republic. More and more senators, seduced by power and wealth, allied themselves with special interests. And their corruption spread throughout the many worlds. The Republic was crumbling.

Into this situation came a young senator named Palpatine. I remember him. Very ordinary. Very methodical. Nothing to attract your attention . . . just enough to keep his position. MAKE NO MISTAKE! This Palpatine was a Rodian in Ewok's clothing! His was a diabolical master plan, and he carried it out to perfection.

The authority of the Senate was weakening at an alarming pace. Crime was on the increase everywhere while many worlds threatened secession. Others simply did as they wished while feigning loyalty. We needed a solution, and that is what Palpatine offered. Through a combination of political maneuvering, careful promises, and some out-and-out fraud, Palpatine got himself elected head of the Senatorial Council, President of the Republic. Many of the most honest and ethical senators backed him because he promised unity and had never joined with the most corrupt. At the same time, the worst members of the Senate expected a weak, controllable President, a figurehead to represent justice as they continued to serve the cause of self-interest.

I was young — the youngest Senator ever elected until then. Even so, I soon saw this man for the monster he was. But everyone was so anxious for a solution . . .

Neither senatorial faction got what they had expected. Instead, with the power of the Presidency now secured, Palpatine suddenly emerged as a dynamic and increasingly ruthless leader, getting the government working again. Little by little, he assumed control, as the Senate consumed itself in bitter rivalries. Palpatine subtly encouraged this dissension while seeming to support various sides. He played us against each other, using every means imaginable to increase his control. He gained the loyalty of some senators through favors while others he swayed with blackmail or coercion. I wept when I could not get them to see the truth.

Little by little, in ways so subtle that few realized what was happening, Palpatine took the reins of power from the Senate. When he was ready, he declared himself Emperor, announcing a New Order. He filled the senators' heads with grand rhetoric, promising to lead the Republic to a glorious golden age like that of the Kitel Phard Dynasty of old.

It is Palpatine's New Order that now stomps on your freedom with an iron boot.

I realized how little I had known of the worlds. I could feel the anger I normally repressed coming to the surface. I was full of disdain for the Empire, but even more, for the corrupt government that had allowed all this to happen. It was like rewriting history, reshaping all my concepts . . . dying a little and being reborn.

Some of us tried to defy him, but the result is what you see. I am a fugitive now. Palpatine has grown more powerful on the Dark Side. With the help of the fallen Jedi knight, Darth Vader, he dealt swiftly and decisively with his enemies. If I had not escaped, I would now be dead. Palpatine's power is spreading, and with it the Darkness of his tyranny. This is how the Old Republic died. This is how the Empire was born.

Look with me for a moment at what I call the Empire's Great Lie.

"Emperor" Palpatine has continued the pretense that he would end social injustice and corruption. On the surface, his policies may seem to be aimed at righting the wrongs imposed by the waning Republic. But his true goal has always been the subjugation of the thousand thousand worlds and the enslavement of all galactic citizens. He rules by fear rather than by consent. He states that all beings are equal citizens while he carries out secret missions designed to destroy whole races.

The Empire seems unbeatable. I hear that often. But witness what the "Emperor's" own Grand Moff Tarkin has to say:
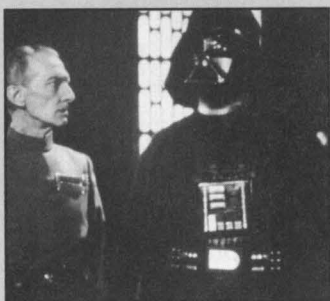
"I have noticed that even the excellent pace with which Your Majesty is strengthening his fleets can scarcely provide security for the Empire should a significant number of planets begin to defy your will. We are many years away from a force vast enough to secure every system simultaneously.

"Rule through the fear of force rather than force itself. If we use our strength wisely, we shall cow thousands of worlds which might otherwise consider rebellion to some degree."

The Empire is evil. It is guided by an evil creature on the Dark Side of the Force. DO NOT SUBMIT TO HIS WILL. RESIST NOW. They cannot subdue us all. They have admitted it! Only fear keeps them in power. If we act now, if we act together, WE WILL CAST OFF THEIR OPPRESSION, DISPEL THE DARKNESS, AND DESTROY THE EVIL EMPIRE ONCE AND FOR ALL!

We all cheered, caught up in the power of Mon Mothma's words and ideas. I felt an eerie sensation, for just a brief moment, that I stood not among a few hundred Agamarians, but at the center of a vast galactic community. For the first time since my family died, I did not feel alone. I could almost feel myself up there giving the speech—the emotions were so strong. It was as if I had found a home.

LET ME TELL YOU ABOUT THE RESISTANCE

Even now, beings from all quadrants of the Galaxy are rising up against injustice. They are bravely defying the Imperial overlords and gathering for a life and death struggle. They need your help.

The Resistance is not alone. Before the Emperor disbanded the Senate once and for all, some of us took an active role against him. Chief among my allies was Senator Bail Organa of Alderaan. Though we seldom agreed on the Senate floor, we both understood the danger inherent in Palpatine's rise to power. We have plotted secretly to overthrow him and to unite the rising tide of Resistance that has grown up in hundreds of systems and continues to spread.

I bring you an offer of unity, of power, of total Rebellion. Only by working together, by coordinating your efforts with those of other planets and systems, can you hope to defy the might of the Empire. I urge you to join the growing Rebel Alliance. SEPARATE, WE SHALL FAIL. TOGETHER, WE SHALL PREVAIL!

More cheers, even louder this time. And mine rose among them. Mon Mothma waited patiently until we had grown quiet again. When she continued, she was once again deliberate and calm. She had a way of starting slowly, taking us gradually to a crescendo, then waiting and starting again. I felt exhilarated.

NOW IS THE TIME OF THE ALLIANCE

Even as Senator Palpatine outmaneuvered and defrauded the Senate to become President, Bail Organa and I plotted secretly, meeting repeatedly at Chatham House, Organa's home in Imperial City. At first Organa resisted my call for a general revolution, horrified at the thought of abandoning the government he had devoted his life to. Then came the massacre at Ghorman, a small planet in the Sern Sector, just outside the Core Worlds.

Following Ghorman, Bail Organa secretly helped me to divert weapons and funds, and even more importantly, information, to the growing Resistance effort. However, I was eventually discovered, and fled the capital only moments before the ISB came to arrest me.

My goal has been to create an Alliance of Rebel planets, and my first success came in the Corellian System. Using the guidelines and ideas discussed during the Chatham House meetings, I convinced three major Resistance groups to join together. I showed them how the increased communication, central leadership, and greater access to much-needed funds, supplies, and weaponry would benefit them all. I convinced them that there was strength in unity. The Corellian Treaty was the true beginning of the Alliance.

Since the Corellian Treaty, I have traveled the galaxy, from world to world, and everywhere I go, beings of conscience, independent thinkers, and victims of Imperial atrocities have greeted me. They have joined the Alliance as I hope you good beings will also. I have come to offer hope. To offer fellowship in a growing galactic movement.

B'ante Hatcher stepped forward, then. I recognized him as the leader of the Resistance on Agamar.

"What does the Alliance have to offer?" he asked. "Why should we join you?"

A buzz rose up from the crowd, and nervous expectancy crackled in the air like electricity. Mon Mothma silenced them with a wave of her hand and stepped to the edge of the podium.

It's a fair question, and I'm glad you asked. Suppose Imperial warships were headed for your planet. You have perhaps a dozen obsolete Headhunter starfighters, and only five of them are battle worthy. Moreover, you wouldn't even know the warships are on the way because you have no communication with Rebels on other worlds. You're a sitting Hoska.
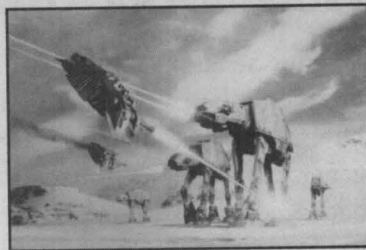
Now suppose you're linked to a Sector-wide network of information. Surveillance droids watching the Imperial fleet and secret communiqués from Allied worlds warn you well in advance, while neighboring systems send reinforcements in the form of men, weapons, and starfighters to defend your home.

Now perhaps you begin to understand. The Alliance offers experienced leadership, coordination of information, and logistical support to every world that truly desires freedom.

And don't worry about trading one Empire for another. I am the Alliance Chief of State and Supreme Commander of the Rebel Forces. But, unlike the Emperor, my job is temporary. Every two years, the Advisory Council votes again.

At any time, the Advisory Council may remove the Chief of State. And, as soon as the Emperor is deposed, my position is no longer needed and all the worlds will participate in forming a New Republic.

Let me read to you an excerpt from our formal Declaration of Rebellion. It's addressed directly to the "Emperor."

"We, the Rebel Alliance, do, therefore, in the name — and by the authority — of the free beings of the Galaxy, solemnly publish and declare our intentions:

To fight and oppose you and your forces, by any and all means at our disposal;

To refuse any Imperial law contrary to the rights of free beings;

To bring about your destruction and the destruction of the Galactic Empire;

To make forever free all beings in the Galaxy.

To these ends, we pledge our property, our honor and our lives."

I have pledged my life to this cause. Will you not do the same? With your help, the Alliance will continue its expansion. WE WILL STOP THE EMPIRE! WE WILL BE FREE!
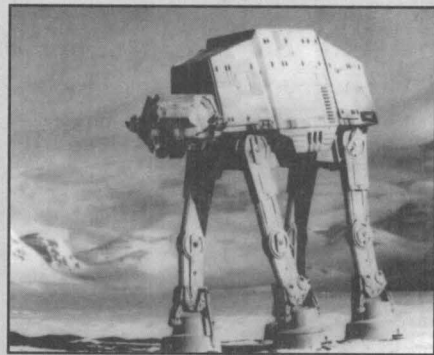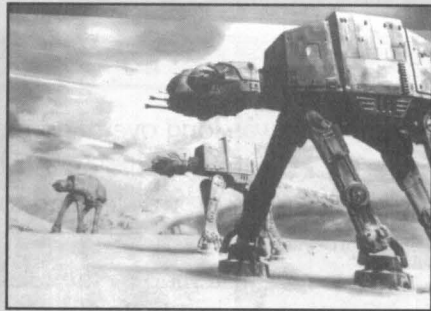
The speech was long over, and most of the Agamar locals had left. There had been some further discussion of Mon Mothma's proposal, and I thought the Agamar Resistance was leaning toward joining the Alliance. My decision was all but made.

As I stood listening to the talk around me, a pretty young woman approached, her smile dazzling, her eyes very serious. A study in contrasts. She was one of the Alliance team who had accompanied Mon Mothma planetside. She handed me a small synth-paper pamphlet, saying, "Read this. It will help you understand more." Still smiling, she added, "Be sure to return it to me or destroy it before you leave. To be caught with it means death."

I took the small pamphlet and began to read . . .

A Call to Reason
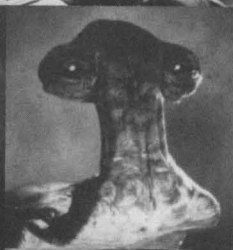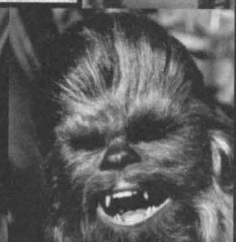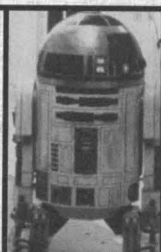
In the spirit of galactic peace and cooperation

A CALL TO REASON

If you care about freedom and YOUR FUTURE . . . join the Rebellion! Resist oppression! Help us form a New Republic based on equality and freedom for all beings! This is your chance. Don't wait. The Empire grows stronger all the time.

DO IT NOW!

In these pages you will read about our Galaxy. Learn tolerance. Learn to understand what we fight for. Who are your friends? Who are your enemies? Learn as much as you can. Then join us!

YOUR FRIENDS . . . AND FOES.

Mon Mothma was once a young and idealistic Senator of the Republic. Hailing from Chandrila, she was practically born into government service. Her father was Arbiter-General of the Republic and her mother was a Governor of Chandrila. Next to Leia Organa, Mon Mothma was the youngest member to serve on the Senate. Despite her age, Mon Mothma rose to the esteemed position of Senior Senator before the abolition of the Senate. Now she is the Chief of State of the Rebel Alliance and works tirelessly to overthrow the Emperor.

Viceroy Bail Organa of Alderaan was one of the heroes of the Clone Wars, fighting alongside the famous general, Obi-Wan Kenobi. When the wars ended, however, Organa returned to his home planet to lead them into an age of peace and non-violence. Weapons were banned on Alderaan. Soon after Palpatine declared himself Emperor, Bail Organa left the Senate and returned to Alderaan. He helped create the Alliance, making Alderaan a center for dissent and resistance. (Photo unavailable.)

Admiral Ackbar was one of the first of the Mon Calamari to be taken as a slave by the Empire. A great Mon Calamari leader before his capture, he was instrumental in convincing the Mon Calamari to help the Alliance by providing ships. After his capture, he became the servant of Grand Moff Tarkin, where he was able to learn about the enemy firsthand. Though he had learned of a great secret weapon, he was unable to discover what it was. In a dramatic encounter, Ackbar was rescued when Tarkin's shuttle was attacked by Rebel forces and the Mon Calamari was left behind. Due to his great abilities and his knowledge of the enemy, he was recently named Admiral of the Rebel Fleet.

General Crix Madine was an officer in the Imperial Army with high prospects for advancement. Amid some considerable mystery, Madine defected from the Empire and joined the Alliance. Such a defection would normally have aroused suspicion . . . was he a double agent? But whatever the circumstances, Madine was obviously trustworthy. Among those backing Madine was General Rieekan, one of Mon Mothma's most trusted officers. On his recommendation, Madine was put in charge of the Rebel Army. His knowledge of Imperial strategy and tactics has proved invaluable in planning operations against them. (Photo unavailable.)

Obi-Wan Kenobi was one of the great leaders of the Clone Wars. A Jedi knight, he dropped out of sight. It is feared that he, like all the other Jedi, has been killed by the Emperor's minion, Darth Vader, or one of his many assassins. Still, hope remains that he, or one like him, will re-emerge to join the fight against evil.

Palpatine was once an uninspiring bureaucrat who, through deceit and political maneuvering, became first the President of the Republic and later, the Emperor. Little is known about Palpatine. Many suspect that he has great powers in the Dark Side of the Force, but how he acquired power is completely unknown. He was never trained by any Jedi knight that we know of. Yet much of his success is unexplainable if some larger Force is not taken into account.

Crimes of the Emperor (a partial list)

Emperor Palpatine has:

- disbanded the Senate, stifling any participation by citizens in the government;
- begun a policy of racism and genocide against non-human races;
- removed the rightful leaders of planets and systems, placing his own lackeys as Moffs and Governors;
- arbitrarily raised taxes;
- murdered and imprisoned millions without trial or justice;
- stolen land and property from their rightful owners;
- created a military force whose sole purpose is tyranny!

—paraphrased from the Formal Declaration of Rebellion

Darth Vader was once a pupil of Obi-Wan Kenobi. A promising Jedi knight, Vader was seduced by the "easy" road of the Dark Side. He challenged his master and was left for dead when his challenge failed. Though severely disfigured, Vader survived. He has taken to wearing a startling outfit that helps him breathe, but also instills fear in all who see him. It is rumored that he has grown very strong in the Dark Side of the Force, and that he is the Emperor's main hatchet man.

Next to the Emperor himself, Vader is the most feared being in the Galaxy. Even his own men are terrified of him, as his wrath is both violent and deadly.

Grand Moff Tarkin began as a warship captain, but after the incident at Ghorman, his rise was rapid. He is generally given credit for engineering the Empire's policy of "rule by fear," and is also rumored to be leading a project for the con-struction of a new super weapon.

Jabba the Hutt is one of the kingpins of galactic crime. Huge is the word often used for his empire of crime, not to mention his own unbelievably corpulent self.

Boba Fett is a notorious bounty hunter and assassin. A veteran of the Clone Wars, Boba Fett is feared throughout the Galaxy. Nobody knows the source of his considerable power, but he carries a formidable arsenal of weapons. Few have met him, and of those, even fewer are still alive. Boba Fett is known to work on occasion for Jabba the Hutt. It is suspected that he also performs missions for Darth Vader.

LIST OF KEY WORLDS

Alderaan was one of the planets practically decimated by the violence that swept through the Galaxy during the Clone Wars. Its leader, Viceroy Bail Organa, returned from the Wars to promote a peaceful transition to citizenship in the Republic. Advocating non-violence and the abolition of weapons, he soon turned Alderaan into a model for restoration, peace, and freedom. Now Alderaan is the symbol of the Rebellion against the tyrannical Empire.
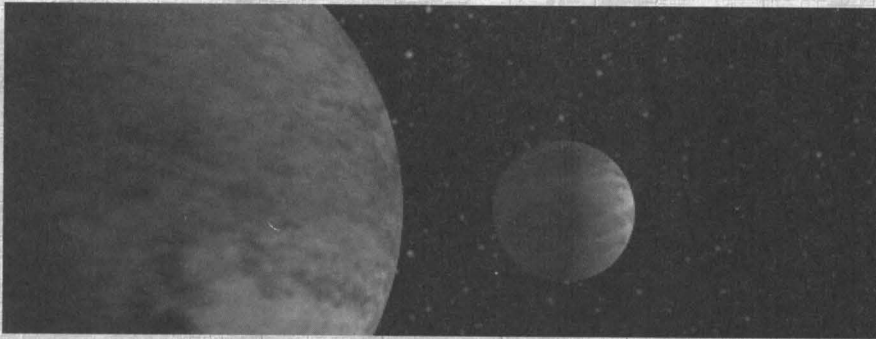
Mantooine is a system located in the Outer Rim of the Galaxy. Sharing Atrivis Sector with the Fest System, Mantooine was the site of a massacre as Mantooine's "Liberators" took on an overwhelming Imperial force. It was their defeat that helped identify the need for the Alliance proposed by Mon Mothma. Had the Liberators been allied with their neighbors in the Fest System, they would have known of the Imperial strike fleet orbiting nearby moons. Forewarned, they might have retreated into the impenetrable forests of Mantooine instead of taking up residence in a captured Imperial base.

The Corellian System was the site of the famous Corellian Treaty which bound several rival forces of the Rebellion into a unified force. Under Mon Mothma's skilled leadership, this treaty has formed the basis for the growing Rebel Alliance.
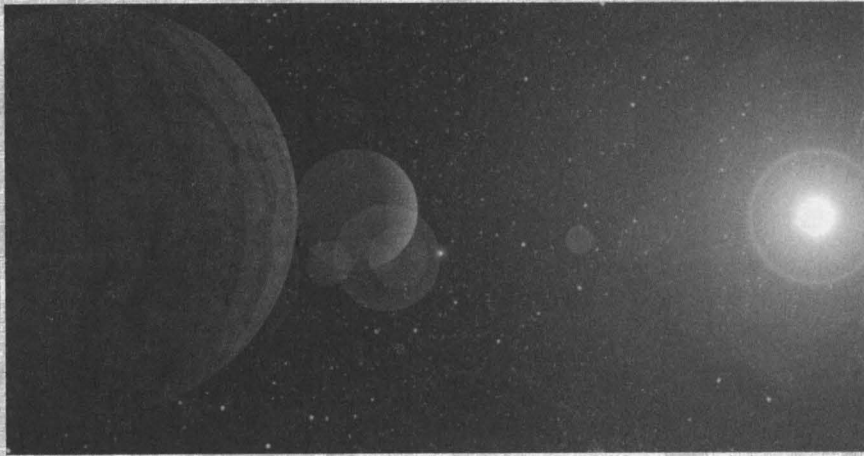
Ghorman was the scene of an early massacre, portent of the future of the Empire. A peaceful demonstration against rising taxes turned to tragedy and horror as the Republic warship sent to collect the taxes landed despite the protesters, killing or injuring hundreds. And the warship's commander? Was he punished? To the contrary, Captain Tarkin was promoted to Moff and later to Grand Moff!

Calamari is the watery world of the Mon Calamari and the Quarren. This tectonically stable planet has few land masses, almost no mountains, and very little readily available metal. Despite that, the Mon Calamari and the Quarren, working together, have created a peaceful, technologically advanced culture with huge floating cities and a thriving economy.

The Calamarians have long viewed the stars as islands in a galactic sea. With this somewhat poetic view of space, it is no wonder that they have become great travelers.

END RACISM—WE'RE ALL IN IT TOGETHER

Many of you may have been approached by members of COMPNOR (Commission for the Preservation of the New Order). Beware. Though it started out as a well-intentioned and idealistic social club, COMPNOR is now another of the many propaganda organs of the Emperor. Though their message may sound reasonable on the surface, COMPNOR is run by the Select Committee, who are vassals of the Emperor.

What is the Emperor's purpose? From our analysis, COMPNOR's main purpose is to spread a subtle philosophy of racism. Their goal is to turn Human against Wookiee, Mon Calamari against Quarren, Sullustan against Twi'lek.

Don't let this happen. We are all equal citizens of the galactic community. Don't let the Emperor's doctrine of hatred and racism turn you against your fellow beings.

Know Your Allies

The Galaxy is vast, and there are many beings who belong among the citizens of the worlds. Some have traveled throughout the Galaxy while others have stayed close to their home worlds. Here are a few of those you may come to know.

Gamorrean

Description: Gamorreans stand approximately 1.8 meters tall when full grown and weigh about 100 kilos. Their green-skinned bodies are squat and powerful, and their hands and feet are large for their overall body size. Their facial features are distinctly porcine, with large tusks dominating their mouths and horns atop their heads. Their eyes are small and their noses are more like snouts.

The Gamorreans of Gamorr are somewhat more intelligent than they look. However, their culture has evolved along

Gamorrean

a distinctly violent path. Only female Gamorreans actually do productive work. The males spend all their time engaged in fighting, training to fight, and engaged in more fighting.

Gamorrean males delight in conditions that would repel most beings, and have found their way into space as mercenaries. Some have become laborers (contrary to their cultural heritage) and if the labor is particularly unpleasant, they may find it to their liking. If fighting or mistreatment of others is involved, Gamorreans are in pig heaven.

Many Gamorreans are in the service of the Empire and have no idea how mistreated they are. Few are known to work in the service of the Rebellion, partially because they have no concept of the ideals involved and partially because they tend to shoot first and not bother to ask any questions later. But we are doing our best to win them to our side and teach them to respect their own freedom.

Ithorian

Description: Ithorians are known as "Hammerheads" by many galactic citizens. This name is derived from the shape of their heads, which are flat and ribbonlike, and feature two eyes at the top and two mouths, one on each side of the "face."

Ithorians are natives of the lush planet Ithor in the Ottega System. They are peaceful creatures who hold the sanctity of life and the beauty of nature above all else. Many young Ithorians aspire to become ecological priests of "Mother Jungle."

The Ithorians' language uses their twin mouths in a stereo effect that is impossible for most beings to duplicate without complex apparatus. However, some Protocol Droids can approximate Ithorian. The Hammerheads themselves speak common Basic quite well, however.

Ithorian

The Ithorian way of life involves what they call "herds," but which are really hovering cities. They have taken this concept into space, following an ingrained curiosity about life. Ithorian merchant "herds" are welcome throughout the Galaxy, particularly in the Outer Rim Territories where they often bring news and rare goods. They are not very offensive-minded, but carry strong defensive capabilities to protect them from pirates and other dangers of space.

Mon Calamari

Description: The Mon Calamari are bipedal, salmon-colored beings with webbed hands and feet, high dome-shaped heads, large eyes and vestigial external gills. With special lenses in their wide-set eyes, they have a 270 degree field of vision.

Calamarian

The Mon Calamari are intelligent beings whose skills in spacecraft design are famous throughout the galaxy. Originating on the water world of Calamari, the Calamarians live on shore, but retain a love of the ocean. They have established a long history of peace and cooperation with their ocean-dwelling neighbors, the Quarren.

Despite this peace, the Calamarians were drawn into the war with the Empire when Imperial ships invaded Calamari and began enslaving its population and looting their property. When the Calamari resisted, the Empire blasted three large floating cities, staining the oceans red with Calamarian blood. Now the Calamari are among the most steadfast friends of the Alliance, using their considerable skills to refit their space freighters into war cruisers for the Rebellion. Calamarian spacecraft are known for their individuality. Each is a work of art, handcrafted as much for esthetic considerations as for functionality. Like anything so lovingly produced, Calamarian craft are exceptionally durable and well constructed.

Admiral Ackbar is one of the Mon Calamari. Once a leader of his people, he was taken by the Empire and made a slave to Grand Moff Tarkin. He was rescued by Rebel forces when they intercepted a shuttle carrying Tarkin on his way to inspect a military installation.

Quarren

Description: The Quarren are most recognizable by their triangular-shaped heads, tentacled mouths, and small, turquoise eyes most comfortable in low light. Their nickname, "squid-heads," is an appropriate, though not particularly polite, appellation. Quarren are bipedal with leathery skin that can change colors (though this ability is usually only demonstrated during mating rituals).

The Quarren are the Mon Calamari's neighbors on the water planet of Calamari. They have long sustained a peaceful, but sometimes controversial, symbiosis with the Calamarians. Originally living deep in the oceans, the Quarren have mined the riches of the ocean bottom and provided them to the Calamarians. The "Mon Cal" have reciprocated by using their ingenuity to develop a technology that the two races share. The Quarren now live deep in the floating cities built by the Mon Cal.

Some among the Quarren think they have gotten the short end of the deal, and there is an undercurrent of unrest among them. Nevertheless, the Quarren have accompanied the Mon Calamarians into space and can be found living in the deeper recesses of Calamarian ships.

Quarren

It was a Quarren who originally betrayed Calamari by disabling the planet's defense systems, thereby allowing the Imperial warships to destroy three cities in one of the worst atrocities of modern times. However, the end result has been to unite the Mon Calamari and the Quarren with the Rebel Alliance against the Empire.

One somewhat notorious Quarren is Tessek. Consumed with a lust for power, he is one of Jabba the Hutt's Chief Lieutenants. Little is known about Tessek, but he is certainly a remarkable example of his species, because of his obvious intelligence and his ruthlessness.

Sullustan

Description: Sullustans stand between 1 and 1.5 meters tall. These humanoids feature large, luminous eyes; large ears; masklike facial features; and bald, domed heads.

Throughout their evolution, the Sullustan have lived in tunnels and warrens beneath the surface of their volcanic world. Their innate sense of location has taken them to the stars as pilots and navigators, where their skills are in high demand. Their high-pitched chattering language is hard for others to duplicate, and it is suspected that they have a rudimentary sense of echo-location, perhaps an evolutionary holdover.

Despite their subterranean origins, most Sullustans display a sunny disposition, with a remarkable sense of humor. Many a

Sullustan

starship bridge has been temporarily disrupted when the Sullustan navigator tells the one about the Twi'lek and the Ithorian. "What do you mean, that's not your pseudopod?" is one of many punchlines.

The main economy of Sullust, the Sullustans' home world, is the huge mining enterprise, the SoroSuub Corporation. Though many Sullustan citizens have joined the Rebellion, Sullust is officially allied with the Empire. We suspect that a poll taken on Sullust would show a high degree of unrest, but for now, Sullust is controlled by the Emperor.

Twi'lek

Description: Twi'leks are tall, thin, hairless humanoids with large, bony supra-orbital projections. Twi'leks have two long, fleshy head tails.

The most remarkable feature of a Twi'lek is the pair of twin tentacular appendages that extend from the backs of their heads. These large, fleshy prehensile growths, called tchun-tchin in the Twi'lek language, are a source of Twi'lek pride. They are also integral to their society. The Twi'lek language uses the tchun-tchin to expand the meaning of words, making Twi'leki one of the

most difficult languages for outworlders to attempt. Fortunately, Twi'leks are adept at languages and can learn most of the languages in common use.

Twi'leks actually view each appendage separately. The one on the left is called *tchun* and the one on the right is the *tchin*. Little is known of the specific functions of each, but they are used as adornments and in mating rituals.

The Twi'leks' home world is located in the Ryloth Star System in the Outer Rim. Without an axial rotation, Ryloth is a world of extremes. One side bakes in the sun while the other is constantly in darkness. Great storms called

Twi'lek

heat storms rage across the planet regularly. Although these destructive storms are a danger to the Twi'leks, they also serve to regulate the overall temperature of the planet, warming the dark side and cooling the light side.

Twi'leks are not warlike, but prefer subtlety and cunning to fighting. Their native technology is somewhat crude by galactic standards — relying largely on wind generation for energy — and much of their development has been underground to escape the extremes of the surface. Little is known of the Twi'leks' home world, as few outworlders have visited there.

Many Twi'leks have been taken into slavery by the Empire. Of particular value are Twi'leki dancing girls whose movements of body and tchun-tchin are considered seductive by humans and several other species. Needless to say, few Twi'leks have reason to love the Empire.

Wookiee

Description: Wookiees are tall (over two meters), fur-covered, bipedal beings of high intelligence and a long life span. Their vaguely doglike faces are highly expressive with piercing blue eyes. However, when a Wookiee smiles, many beings are prone to run, as they display huge canine teeth and a fierce expression.

Wookiees hail from Kashyyyk, a jungle planet famous for its giant, multi-level rain forests. Wookiees live in arboreal cities where life is relatively safe. Lower in the canopy, life becomes increasingly dangerous, to the point that even Wookiees must watch their step at the lowest levels.

Wookiee cities are remarkably complex, and the Wookiees' technological ability is well known. They handle all weapons with a natural skill and deadly effectiveness, and are adept at repairs. The Wookiee weapon of choice, however, is the bowcaster—a combination of ancient craftsmanship and modern weapons technology. The bowcaster is a hand-made crossbowlike device that fires a high-energy explosive projectile. Few beings can operate a bowcaster as it takes the famed strength of a Wookiee to ready one.

Wookiee

Wookiees are among the strongest beings in the known Galaxy. When angered, Wookiees have been known to tear their enemies literally limb from limb. And Wookiees have quick tempers.

On the other hand, Wookiees are intensely loyal and can form life bonds with others, even non-Wookiees. For instance, Wookiees often see their closest friends and colleagues as "honor families," and their loyalty to an honor family is without equal. If you should find yourself in the unique position of having saved a Wookiee's life, you'll find yourself with a Wookiee companion who would gladly sacrifice his or her life for you. Such a "life-bond" will last until the Wookiee decides the debt has been repaid, and sometimes even beyond that.

Wookiees, though immensely strong, cannot defeat a whole battalion of Stormtroopers, and many Wookiees have been enslaved. One well-known Wookiee is known as Chewbacca. Having formed a life-bond with the notorious smuggler, Han Solo, Chewbacca is now a wanted criminal as well. He is the copilot on Solo's equally infamous ship, the *Millennium Falcon*.
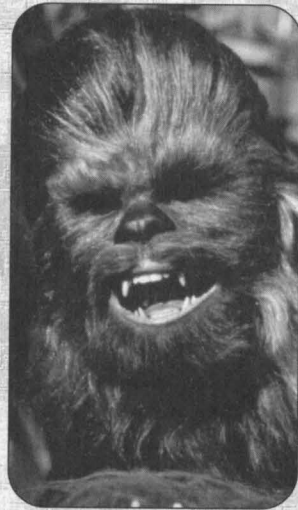
THE PROBLEM OF DROID ABUSE

The Empire's campaign of prejudice and hate shows no favoritism. All are equally to be reviled, ridiculed, enslaved, and murdered. This is no less true of the many non-human races than it is of the non-living. Most of us depend on droids, whether we know it or not. And yet the Imperial attitude toward these highly sensitive, intelligent, and, yes, potentially sentient beings is to smash them, to exile them, and to use them without proper care.

A droid is more than a machine. A repulsorlift is a machine. A tractor beam generator is a machine. A droid is an entity. Admittedly, some droids are more advanced than others, but they are all highly sophisticated. There is no reason to shun them, to mistreat them, or to fear them.

Look at the many ways droids serve us:

• **Astromech Droids**, such as the sturdy and versatile R2 units from Industrial Automaton, help maintain and repair starships. They can plug directly into the central computer to help analyze problems and solve them. Astromechs also function as outboard computer/operator pilot enhancement modules in many single-seat starfighters such as the X-wing. They can also be programmed for up to 10 hyperspace jumps.

Some R2 units may be equipped with a veritable arsenal of tools and extra capabilities. Some have holo recorder/ projectors built in. They may also carry such diverse systems as welding units, electro-shock prods, saws and laser cutters, spotlights, and special grabbers.

Astromechs are more than just machines, however. They often show a remarkable degree of personality and loyalty, especially when they are not subjected to regular memory wipes. Whether these personality traits are considered positive or negative is a matter of conjecture, but if treated respectfully, Astromechs tend
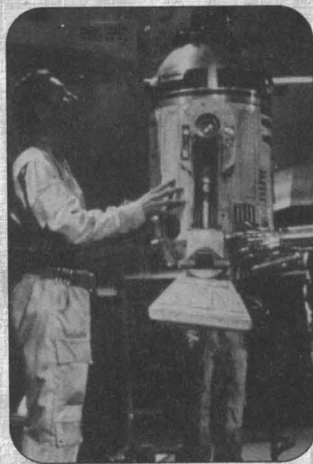
An R2 Unit being loaded onto a starfighter

to develop a helpful personality. If mistreated, they may go rogue, to the regret of their owners.
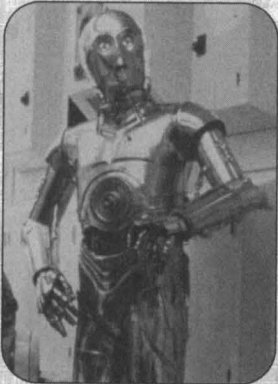
A Protocol Droid

• We're the first to admit that some **Protocol Droids** can be more than a little irritating, but their capabilities can be extensive. If properly programmed, they can speak and translate instantly up to 7 million languages. They can be fitted with a variety of added modules, but are generally unsuited for tasks other than general protocol and communications.

Even more than Astromechs, Protocol Droids can develop extensive personalities when their memories are left intact for a long period. Some demonstrate startling insights and begin to offer very definite opinions not contained in their original programming. There are scientists who sincerely believe that these droids are capable of full sentience and that regular mind wiping is a criminal act.

• Many a patient has been thankful for the quick, efficient treatment he, she, or it has received from highly sophisticated **Medical Droids**. There are many kinds of Medical Droids, varying from simple diagnostic models like the MD-0 to the MD-4 microsurgery models. Most Medical Droids have their specialties, but the MD-5 is a general practitioner that can serve in places where specialists are not available.

Another popular droid is Geentech's Too-Onebee, a highly versatile model, somewhat older than the MD series, but still found throughout the Galaxy.

Medical Droids do not seem to develop many personality traits, though some may
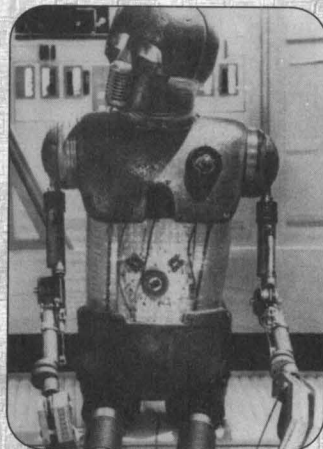
A Too-Onebee model

begin to display a sense of pride in their work, while others require periodic "vacations" to recharge their circuits and function at full efficiency.

•   Some people have the mistaken impression that **Probe Droids** are among the least sophisticated droids. In fact, it would be a mistake to think that the more modern Probots do not respond to proper treatment. A Probe Droid will always carry out its mission, whether that be surveillance, exploration, search, rescue, or early warning; but Probots have certain latitude. For instance, there is the example of Probe Droid D-127X whose self-sacrifice and immediate response may have saved Mantooine from a terrible Imperial surprise attack. There is no proof that

Probot planetside

D-127X would have done any different if mistreated, but would you want to trust your star system to a resentful droid?

•   **Assassin Droids** are dangerous. Period. Even though they have been outlawed for several decades, these single-minded killing machines still exist. Many of them have lost their primary targets, but all are still dangerous and unpredictable. Unlike other droids, Assassin Droids are incapable of developing positive personality traits. If you think you've seen one, notify the authorities and make tracks. Do not engage an Assassin Droid in conversation or trade with one. However, if an Assassin Droid does demand something of you, cooperate. Chances are it won't kill you. If it had wanted to kill you, you'd already be dead! Only a fully trained Jedi knight stands a chance against an Assassin Droid in single combat, and, depending on the model, the droid may still win as much as half the time.
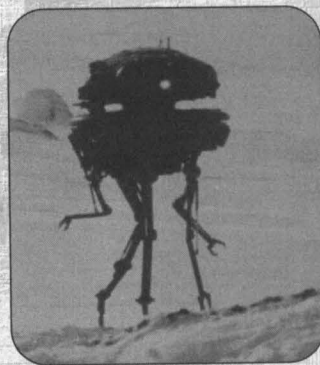
When I had finished reading the pamphlet, I turned it over and read the back cover. It said:

"Are you ready to fight for your freedom? To lay down your life,
if need be, to save your homeworld? Then find us. Fight with us.
We will destroy the Empire, and you can help. Join us now!"

I studied the pamphlet a moment more, then looked for the woman who had given it to me. She was nearby, putting chairs away and generally tidying up the warehouse to hide the evidence of the meeting. I caught her eye and reached out to return the pamphlet to her.

"I want to be a starfighter pilot," I said. Her eyes sparkled . . . with amusement? Perhaps she saw me as some backwater rube with dreams of glory. I started to take offense at the idea when I realized that I fit the description perfectly. Oh well. So what? It didn't change things. "Where do I sign up?" I asked.

"You're sure this is what you want? It might be a long time before you can return to Agamar if you leave with us." She still smiled, but her expression showed concern.

"I'm sure," I told her, though I think my voice wavered a little. "There's nothing to keep me here, anyway."

"Well, then my name is Lynia. I'll introduce you to someone . . ."
Signing up with the Alliance was pretty easy. They were looking for recruits. However, getting them to enroll in the Starfighter Training Program was much more difficult.

"Starfighter pilots are a rare breed," the recruiter, a Captain Beme, told me. "We don't take just anyone."

"I know I can be a pilot," I told him. "I just know it."

✗ ✗ ✗

The captain still didn't look convinced. He wrote something with his light stylus on the screen of his viewer. "I can assign you to maintenance training, general logistical support, or perhaps even Intelligence section."

I knew what I wanted. "I'd do any of those things if it would help defeat

the Empire," I said hotly, "but what I really want is to watch Imperial ships blow up in front of my gunsights. It's something I need to do."

Captain Beme gave me a quizzical look. "Killer instinct," he muttered, then wrote some more with the light stylus. "Tell you what . . . Farlander. I'll make you a deal."

"Yes, sir. Tell me what to do."

"You promise to go shoot down a TIE Fighter for me, kid, and I'll put you in for starfighter training."

"I'll do it, sir. I promise."

He filled out some kind of form on the viewer and a moment later handed me a chip. "This will get you passage on the next shuttle to the flagship *Independence*. It contains your orders and your assignment. Good luck, Flight Cadet Farlander."

I thanked him and took the chip, barely containing my excitement. I thanked him again. Then I turned to leave.

"And Farlander," the captain called. "One word of advice."

"Sir?"

"Try not to get killed on your first mission. This isn't a game, you know."

"Yessir. I'll do my best." Getting killed was the last thing I was thinking about at the moment. It was a thought that came to me often afterwards, but only when it was too late.
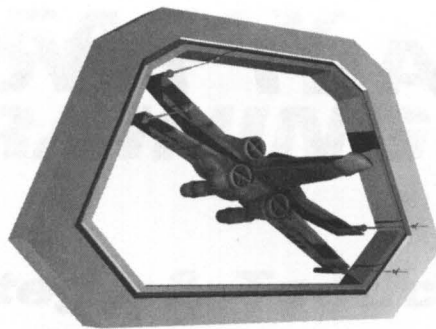
PART TWO

the Empire," I said hotly, "but what I really want is to watch Imperial ships
blow up in front of my gunsights. It's something I need to do."

Captain Deme gave me a quizzical look. "Killer instinct," he muttered,
then wrote something on a data pad. "All right, then, Farlander. I'll
make you a deal.

PART TWO

"Yes, sir. Tell me what to do."

"You promise to go to the Academy for flight defense, kid, and I'll put you
in for starfighter training."

"I'll do it and proud."

He filled out some last information on the data pad, then a moment later handed
me a chip. "This will get you passage aboard a transport shuttle to the flagship
Independence. It contains your orders and your assignment. Good luck, Flight

EARLY TRAINING

Strategy & Tactics
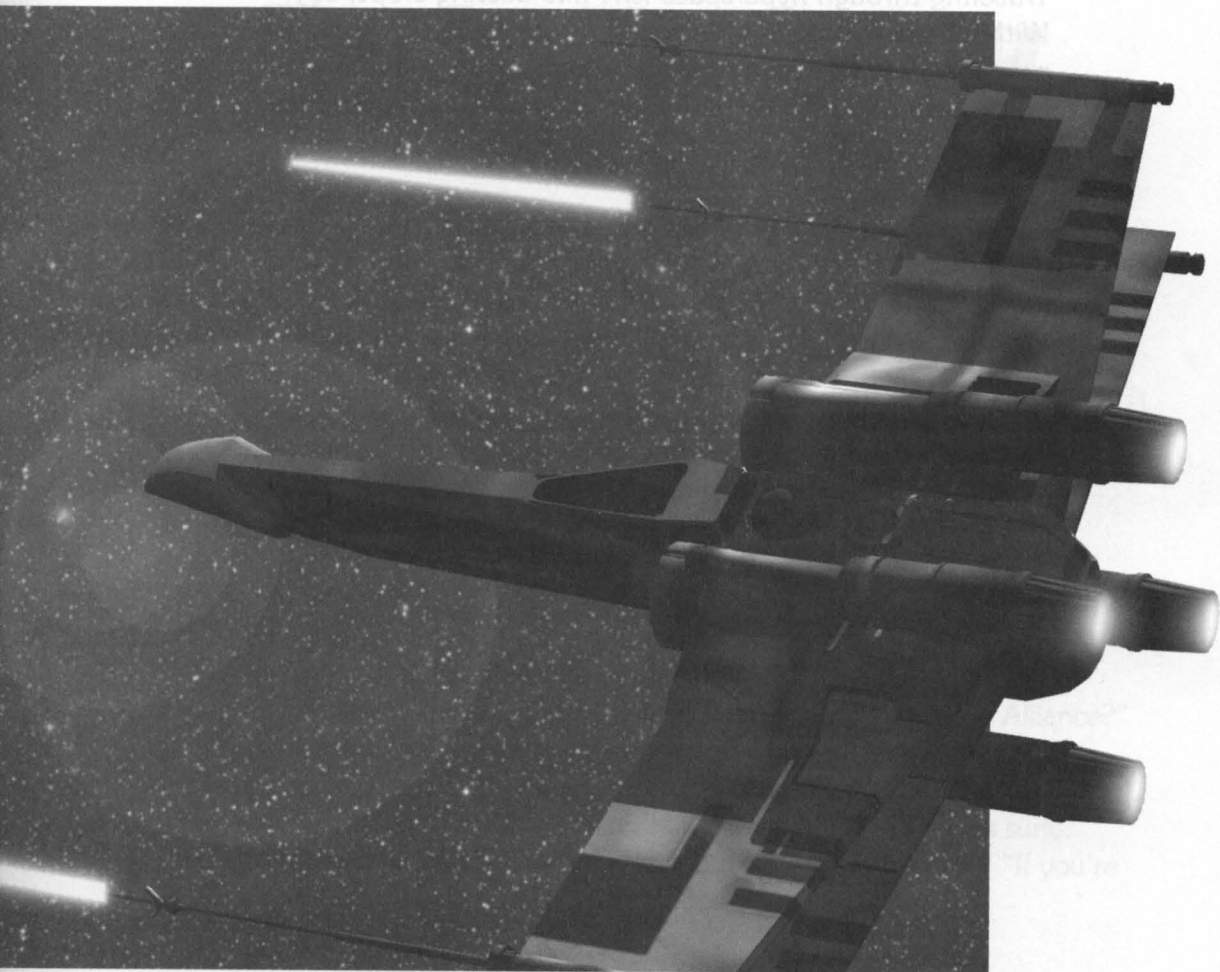
Traveling through hyperspace isn't like dusting crops, boy. Without precise calculations we'd fly right through a star or pass too close to a supernova, and that'd end your trip real quick, wouldn't it?

— Han Solo

PART TWO

Early Training

My life ended on Agamar and began again on the Rebel flagship *Independence*. I came up on a crowded shuttle soon after Mon Mothma delivered the speech that had so inspired me. Mon Mothma had already gone up in a different shuttle, but there were several members of the ship's crew as well as three other new recruits from Agamar. Lynia was there, sitting next to me. I suppose I looked nervous.

"Don't worry," she said. "You'll be fine."

I turned and met her lavender eyes as steadily as I could. It was my first time off-planet, my first time in a starship, and my first time making a big decision in my life without my family to advise me.

"I'm not worried at all," I lied. "I just can't wait to get my hands on the controls of a starfighter."

She laughed, clearly seeing through my bravado, then turned more serious. "There's no other task you think you could perform for the Alliance?" she asked. "Nothing other than flying one of those death traps?"

Death trap? What kind of talk was that? Feeling mocked and underestimated, I told her, "You wouldn't understand." My tone was surly.

"Wouldn't I?" she bristled, her expression momentarily stricken. "If you're still around in a few weeks, come ask me about my brother."

41

I felt like a real fool. What I had thought was mockery was probably real concern. She obviously knew something more than I about starfighters and starfighter pilots. Still, I could not let her shake me. There was one, and only one, goal before me.

"I'm sorry," I told her. "I didn't mean to snap. But I know what I am here for."

She looked at me with a half-smile that told me I was forgiven, but that she still harbored doubts. We sank into silence again.
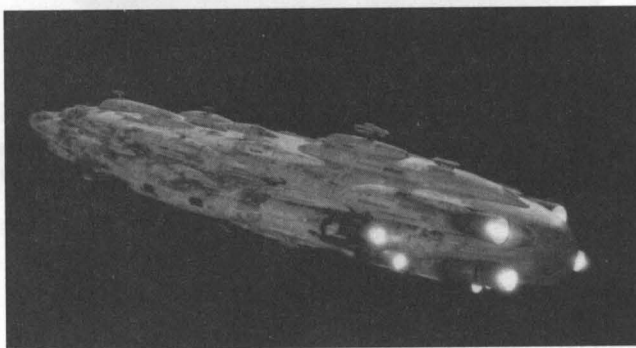
I had never seen anything like it. The Mon Calamari vessel was huge. Our tiny shuttle floated next to it like a bitz bug next to a bantha. The strange organic shapes of the hull appeared as elongated hemispheres when seen from this close. Here and there I saw long streaks of black—battle scars, I guessed.

I nearly missed my first sight of an X-wing. It flashed by our shuttle, and I just caught a glimpse of it through the viewport. How can I describe that moment? For a boy whose ideas of power and speed had been embodied in a maxxed-out landspeeder, this was pure poetry. The X-wing moved like a bird of prey, its S-foil wings glinting in the burning light of the sun, cleaving the emptiness of space silently and with deadly grace. Then it was gone, and I spent the rest of the shuttle ride searching for another.

I saw no more X-wings that day, but I had plenty to occupy my attention. The shuttle docked in a huge airlock near the rear of the Calamarian vessel. At least I assumed it was the rear. The Calamarian design was
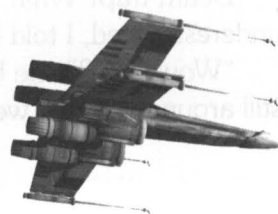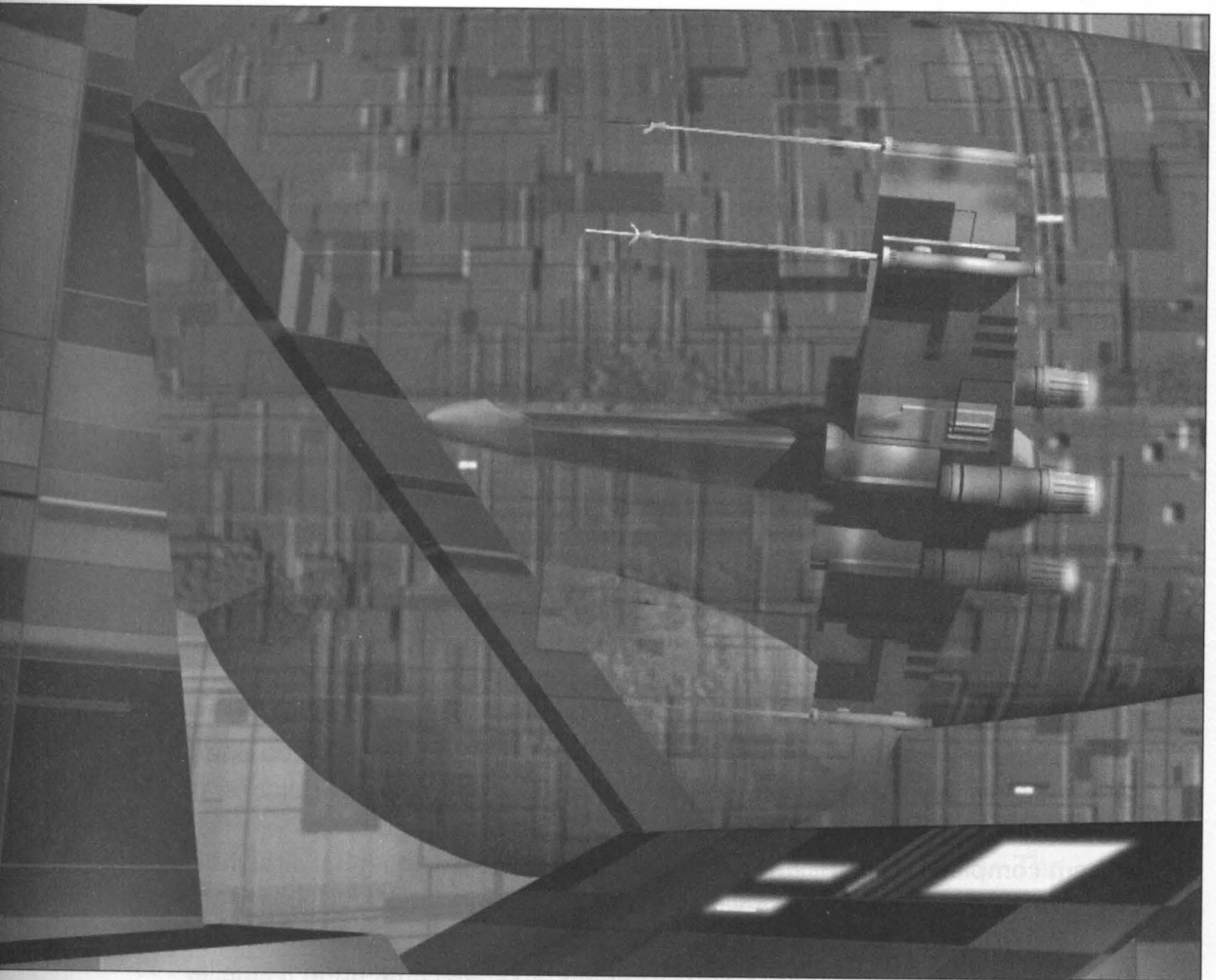
unlike anything I had seen before, but I think I spotted the engine housings just before we entered the lock.

As we disembarked, Lynia hesitated, then said, "Good luck. I'll look you up in a few days, just to see how you're doing." Before I could think of anything else to say, she was gone.

We were in a shuttle bay, and there were dozens of shuttles of different sizes here. I looked hopefully for another glimpse of a starfighter, but there were none here.

"New recruits from Agamar," boomed a basso voice. "Please report to me. Gart! Poussan! Jan-lo! Farlander!"

I jumped at the sound of my name. Somehow, hearing it spoken in this strange place made the reality, and finality, of my decision solidify in my mind. This wasn't a dream. I was really here!

The source of the voice turned out to be a short alien creature with large, nocturnal eyes, gray-green skin, and a puzzled-looking expression seemingly indigenous to its face. It was dressed in a military uniform and blinked every few seconds. Once the creature had assured itself that we were all present, it set out briskly toward a far wall. I followed with the other new recruits as we trekked through the gigantic hangar. There were luminous arrows in the floor, and we seemed to be following them.

A crosshatch of structural beams arched overhead, layer upon layer of flattened ribbonlike constructions that formed the outer shell of the *Independence*. I had never seen anything built like this and had no idea even what the building material was. Nothing was square or at right angles. It was a little disorienting. It looked incredibly strong, though.

The luminous arrows led us to an iris that opened when we approached. On the other side was a long well-lit hallway, wide enough to accommodate at least five people abreast. Iris doors lined the hallway and unfamiliar devices studded the walls, but our guide continued without allowing us time to examine these Calamarian wonders.

There was plenty of activity around us, and I guessed we were on one of the main routes through this part of the ship. There were many humans, of course, but I also spotted a wide variety of non-humans and droids — most of them completely unfamiliar to me. The hallway was anything but straight, curving first to the right for a while, then back again to the left. I judged that we were taking a serpentine route toward the center of the cruiser.

After about 10 minutes of non-stop marching, we came upon a smaller hallway, a tributary to this main stream. After another minute or two, we were delivered into a small room containing nothing but a table, ten chairs, and a couple of plaques on one wall. Our guide said, "Wait here," and left us.

"What do you think will happen now?" asked one of the others. He was a tall, thin young man with reddish hair and small, slit-like eyes. He had fidgeted on the shuttle, and was obviously having trouble staying calm. His name was 'Ndranth Poussan, I think. I had spoken to him once before, on Agamar, but I hardly knew him.

"We wait," answered another of the Agamarians. Sunnar Jan-lo was a strong, committed member of the Resistance. Solidly built, decisive and energetic, Jan-lo had always been a leader on Agamar. She had said nothing during the long shuttle ride. Now her comment was characteristically short and

to the point. She sat at the table and motioned for Poussan and Breth Gart, the other recruit, to sit as well.

I had wandered over to examine the plaques on the far wall. One listed the crimes of the Emperor. It was the same list I had seen in the booklet, *A Call to Reason*. The other plaque was a laser paper version of the *Formal Declaration of Rebellion*. It read much like Mon Mothma's speech, and I wondered if she had been its author.

I was just finishing reading when I heard the hiss of a door opening. I turned in time to see an odd quartet of Rebel officers enter the room. Two were human; the other two were like nothing I had ever seen. One was a salmon-colored creature with a high, domed head and large eyes set to either side. I was to learn later that he was a Calamarian — a member of the race who had built this starship. The other officer was even stranger to my unaccustomed eyes. His face looked much like some aquatic creature from my home world. In fact, the image that came to mind was of a creature with a squid for a head. Ironically, I was to learn later that these creatures, called Quarren, were often referred to as squid-heads. Once I had come to know them, however, I found that appellation distasteful.

The Quarren officer called my name in a sibilant voice. "Follow me, please," he said in strongly accented Basic. Hesitantly, I fell in behind him.

We walked down another hallway and into an elevator of some kind. As we rode down to the lower decks, I kept sneaking glances at this strange apparition beside me.

Finally, we emerged from the elevator into a dark, narrow hallway. The lighting was distinctly more dim than that of the upper decks, but my guide seemed right at home. I later learned that Quarrens evolved deep in the seas of Mon Calamari, and that they preferred low light. The section of the ship I had been assigned to was a still-unmodified Quarren area.

The Quarren stopped before a doorway and gestured in a very humanlike way.

"This is cabin 11489, your new home, Flight Cadet Farlander," he said. I didn't respond immediately, but stood there, a little frozen by the implications of his statement, still fascinated with his alien looks and, I'm afraid, staring foolishly at him.

"First time off-planet?" he half-asked, half-stated. "Imagine what your face looks like to me." The sound he made was something like a drainpipe backing up, and I found myself hoping it was his species' version of a chuckle. If that was the case, I wanted to avoid being so amusing as to provoke a full-on belly laugh.

"I . . . I'm so . . ." I tried to apologize, hoping to salvage some dignity.

"Here," he interrupted. "Take this holo disk and study it." The Quarren reached out a suckered limb and proffered a standard holo. I reached for it. The sucker released it as my hand closed on the small disk. "If you're to be a starfighter pilot, you need to learn the ropes. If you have any questions, your liaison will be Lt. Hamo Blastwell. Don't worry. He's a human."

The sound of a gurgling drainpipe echoed down the small hallway as the Quarren turned and walked away. I stood a moment, chagrined and afraid I had made a bad first impression; then, with a sigh of resignation, I retreated into the small room that was to be my temporary home.

✗ ✗ ✗

It wasn't much. A small desk and chair with an antiquated personal holo deck. A tiny holo wall with a limited selection of topics. A tiny privy (apparently set up for human needs, with a few extra nozzles and buttons I didn't dare touch). A simple cot that came out of the wall at the touch of a button. That was all.

I had brought very little with me on this journey. Most of my possessions had been destroyed during the Imperial attack, so I carried only a few clothes and personal items. I had nothing much to do and didn't dare leave my cabin, fearing I would get lost among the tunnels and hallways of this huge ship. So I popped the holo disk into the deck and started my education as a starfighter pilot.

The Starfighter Pilot's Handbook

AN INTRODUCTION TO THE ALLIANCE FLEET.
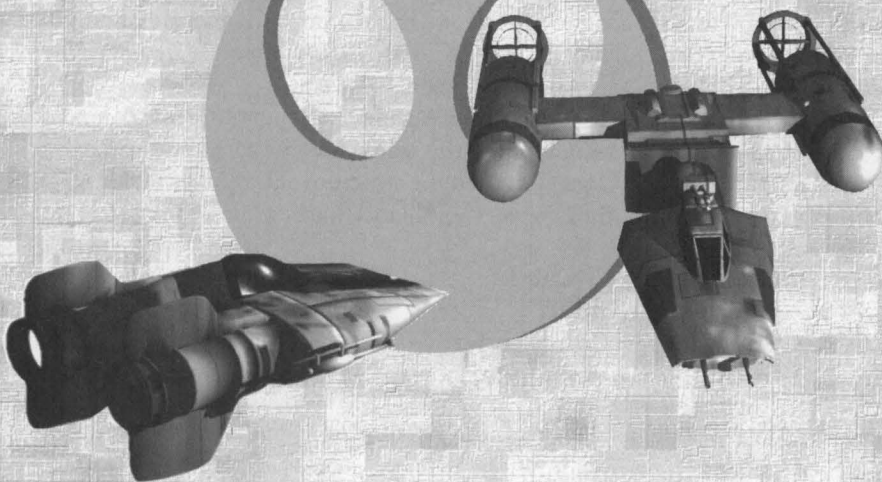
WHAT IS THE REBEL ALLIANCE?

The Rebel Alliance is an association of freedom
fighters from many worlds throughout the Galaxy.
Our goal is to defeat the Dark Forces of the
Empire and its leader, Emperor Palpatine. In
the short run, the young Alliance has pledged
its military forces to the protection of the
people and planets that have joined the struggle
for freedom. It is also the aim of the military to
seize equipment and resources needed in the long
struggle ahead and to disrupt the smooth functioning of
the Imperial oppressors.

      Though the task is immense and the Empire's power
vast, every one of us, every soldier, officer, tactician, mechanic, pilot,
and even our civilian liaisons have pledged their lives to this cause.
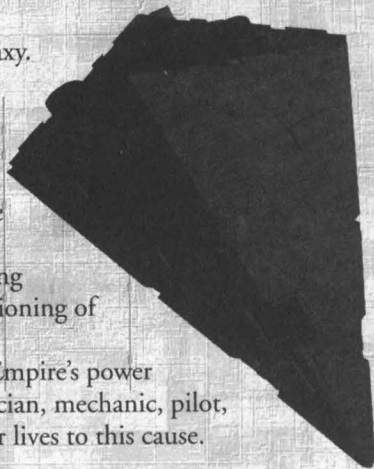
Get to Know the Alliance

Before you go any further, familiarize yourself with the chain of command. The
Alliance military was created for flexibility and unity. Under the Alliance High
Command, which consists of all the group commanders, are two distinct
divisions—the Alliance Forces and the Sector Forces. Alliance Forces are
independent of any specific galactic sector while the Sector Forces are responsible
for keeping order and conducting operations locally. Both groups are under the
direct control of the Alliance High Command.

      The civilian Head of State of the Alliance is also the supreme commander-
in-chief of all military forces. Currently this title is held by Mon Mothma, who,
with former Senator Bail Organa, crafted the structure of the Alliance. Mon
Mothma exercises final authority over the Alliance war machine.

Commander-in-Chief:	Mon Mothma
Fleet Commander:	Admiral Ackbar
Spec Forces Commander:	General Madine
Starfighter Commander:	General Dodonna

The Alliance military is divided into seven main operational commands:

Fleet Command

The Alliance Fleet represents the single most important division of the Allied Forces. Under the command of Admiral Ackbar himself, the Fleet Command directs and coordinates all Fleet operations, maneuvers, and missions. While the other commands are considered equal in rank to the Fleet Commander,

Admiral Ackbar in conference.

deference is paid to Admiral Ackbar, both because of the extreme importance of the Fleet to the Alliance's efforts and because of the admiral's demonstrated strategic skills.

The Fleet Commander controls the operation of all capital ships and support vessels, ranging from assault craft to the massive Mon Calamari Cruisers. Only starfighters are controlled under a separate command.

Briefly, there are five main categories of ships:

Capital ships such as the Mon Calamari MC80 cruiser are used in major campaigns and as bases for training and maneuvers.

Close support vessels such as the Nebulon B frigate are used to defend the capital ships and to carry out smaller operations.

Transport and supply ships such as the Corellian Corvette are primarily used for moving people and critical supplies, although they may see action in certain missions, especially where the target is small or the Alliance needs every available ship.

Starfighters are under the command of Starfighter Command. Their role is in escort and attack missions.

Support vessels such as boarding craft and other small specialized combat craft also serve specific purposes.

Starfighter Command

Under General Dodonna, Starfighter Command has general and specific responsibility for the deployment of starfighters, the training and deployment of

starfighter pilots, and the operation of starfighters in special missions. Starfighter Command determines where specific squadrons will be assigned. For instance, some squadrons are assigned to the Fleet while others are placed in specific sectors, where they come under the control of local Sector Command operations. Some of the most prestigious divisions are the so-called "rogue" squadrons who are not attached to a specific sector or Fleet division, but are moved as needed for special operations or to back up other squadrons that have gotten into trouble.
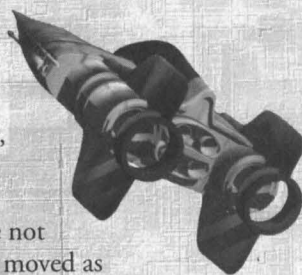
The starfighter fleet is divided into wings, squadrons, flights, and elements. A wing consists of three squadrons. A squadron consists of three flights of four starfighters. An element consists of two starfighters—a leader and a wing man. As a new recruit, you will start out as the wing man for a more experienced pilot. In time, if you distinguish yourself, you may be promoted to an element or flight leader or beyond.

The main goals of the Starfighter Command are to disrupt the functioning of the Empire, to secure needed information and materials, and to deny the Empire uncontested control of space. To accomplish these goals, starfighter squadrons are posted aboard frigates and cruisers, on outpost worlds and sectors, and in special free-flying units capable of responding as needed.

Although there are many specific strategies and tactics in use, they can be summarized in three words: Attack, Defense, and Reconnaissance.

Attack missions are usually lightning strikes on specific targets. Using split-second timing and the all-important hyperspace abilities of the Alliance starfighters, special missions move in quickly, accomplish their objectives, and then hyperspace out again. Often, Starfighter Command is called upon to supply protective cover for larger missions involving the capital ships of Fleet Command; therefore, there are very strong links between the two commands.

Defense, in the most absolute sense, is impossible. The Empire can always muster far more firepower than we can. We must pick our battles carefully. However, there are times when the Alliance forces must defend against Imperial attacks. In such cases, the best defense is a delaying tactic to allow as many Alliance personnel and equipment as possible to evacuate. Once the Empire

discovers an Alliance base, it is lost. All that can be done is to salvage as much as possible before it is overrun.

   Reconnaissance missions are generally passive observation missions in which a starfighter may shadow a known Imperial location, monitoring traffic, estimating strength, and relaying information to its base. If discovered, the pilot will do his best to escape. In no case should the pilot allow himself to be captured. Recon missions are not considered cakewalks.

Special Forces Command

Special Forces (or Spec Forces) Command controls the elite of the Alliance's ground forces. Under the guidance of General Madine, these forces range from special assault troops used in seizure and capture missions to solo operatives engaged in assassination, courier missions, and counter-intelligence. Spec Forces is highly involved in the communications network of the High Command, and it is often from General Madine that the commanders first hear about Imperial plans.

Sector Command

Sector Command is the local operation of the military in an individual part of the Galaxy. The operation of ground and space units is under the control of individual sector commanders, although there are times when one individual sector may "borrow" ships or troops from another, or from the Fleet. Such requests are always routed through High Command, however, to keep Alliance operations consistent and coordinated.
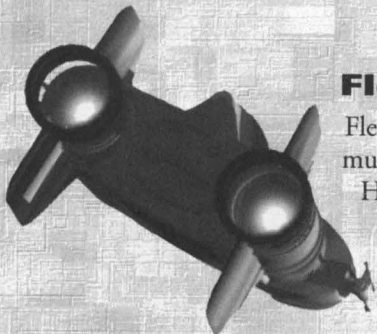
Fleet Intelligence

Fleet Intelligence has two main duties. First, it must interpret information supplied from other High Command intelligence sources. Second, it must operate and monitor the deep picket line of droids. This picket line spreads over many thousands of kilometers and warns the Alliance of the approach of any unexpected

ships. With adequate warning, the Fleet can respond to any Imperial incursions—either by marshalling an attack, or a retreat as circumstances warrant.

Ordnance and Supply

Ordnance and Supply carries out the immense and challenging task of keeping the Fleet and Special Forces supplied with food, arms, fuel, and other essentials. Sector operations are expected to be independent, so Ordnance and Supply concentrates its efforts on the Alliance Forces. Some of Ordnance and Supply's modest budget also goes to research and development of better weapons and ships.

Support Services

Support Services controls the movement and operation of the Alliance's transports, including freighters and specialized vessels such as medical ships and mobile repair docks. Naturally, there is a symbiotic relationship between Support Services and Ordnance and Supply.

Important:

All starfighter applicants must read the information contained in *Qualifying as a Starfighter Pilot.*

Qualifying as a Starfighter Pilot
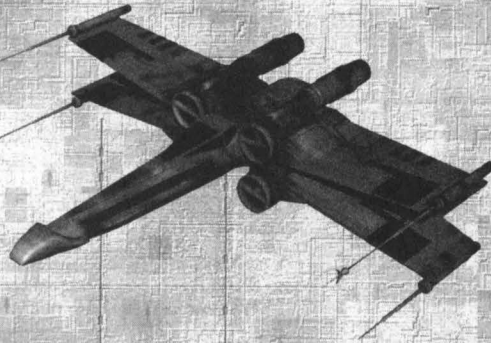
So you want to be a starfighter pilot?

True, the Alliance is in desperate need of qualified starfighter pilots. But we won't take just anyone. You have to prove you've got the right combination of reflexes, poise, and judgement to pilot the fastest, most deadly, fighters ever developed.

Step One: The Pilot's Proving Ground

Before any pilot is allowed behind the controls of a starfighter, he or she must train. To earn your wings, you will be sent to a top secret Rebel pilot training site. There you will demonstrate to our leadership that you are worthy of further training and the expense it will require to bring you to battle readiness.

The Pilot's Proving Ground (also known as the "Maze") consists of a specialized obstacle course in which your ability to maneuver and your aptitude for weapons will be assessed. You will be trained on X-wings, Y-wings, and A-wings, as one can never tell what craft will be assigned to you in the heat of battle.

Your score will be based on your shooting accuracy, your maneuvering skills, and the time it takes you to complete the course. As you progress through the course, new obstacles and challenges will present themselves. Although it will all seem quite authentic to you, you will be in no real danger. Therefore, it will be to your advantage to push yourself as hard as you can. Be the best starship pilot you can. If you stand up to the challenges, you will be honored with the opportunity to defend the free beings of the Galaxy from the evil of the Empire.

You can return to the Proving Ground at any time to increase your skills. If you perform especially well, you will be listed on the Pilots' Honor Roll.

Step Two: Combat Simulation Training

The second important step in your training as a starfighter pilot is the historical simulator. Here you will find yourself in a life or death struggle against real Imperial enemies recreated from actual missions. You will re-enact the roles of some of the Alliance's greatest pilots and learn their tactics and skills, adding to your training and preparing yourself for the real thing. Make no mistake. Next to actual combat, these simulations are the best preparation you can get. Don't pass them up.

There are six historical missions for each starfighter—X-wing, Y-wing, and A-wing. That's 18 missions, for those of you who aren't math geniuses. If you can survive all 18 missions, you will certainly be ready for your first Tour of Duty.

Combat Ranks

You start out as a Flight Cadet, but if you do well in training, and later in actual missions, you can look forward to some promotion. Here are the ranks you can attain in the Alliance Fleet:

Flight Cadet	**Captain**
Flight Officer	**Commander**
Lieutenant	**General**

So fly well, be safe, and destroy the Emperor!

Medals and Awards

The Alliance appreciates the sacrifice of its brave pilots and has instituted a system of awards to recognize your service. The first award you will earn is your Flight Badge upon earning your wings in the Proving Ground. There is one Flight Badge for each vehicle course you complete. The ultimate award is the Kalidor Crescent, which is earned only by extraordinary service to the Alliance.

Flight Badges

You will earn a Flight Badge the first time you complete one of the starfighter courses in the Pilot's Proving Ground for a particular craft. At this time, patches are offered for the X-wing, Y-wing, and A-wing starfighters.

Battle Patches

You will earn a Battle Patch for each historical simulation you successfully complete. These and the Flight Badges are worn on the sash of your uniform.

Combat Awards (Tour of Duty)

These awards are given to those distinguished pilots who complete a tour of duty (too). In addition, each TOD mission completed earns the pilot a Mission Completion ribbon.
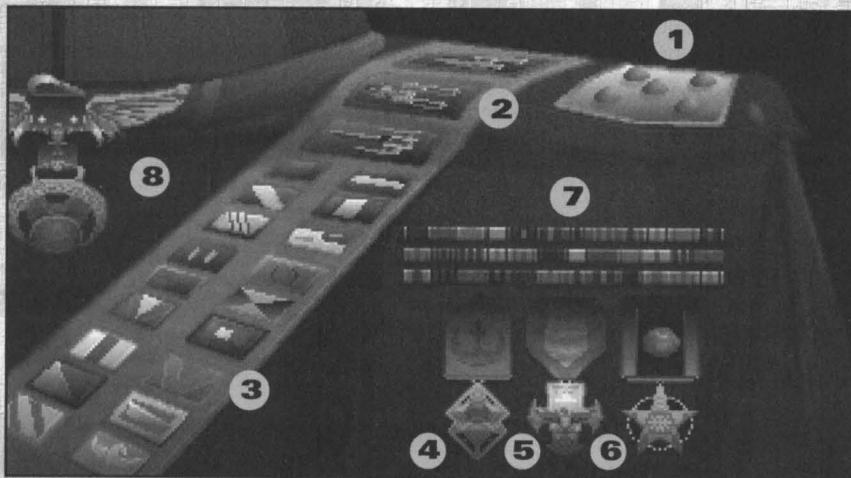
Combat Awards

1. Insignia of Rank	5. The Corellian Cross
2. Flight Badges	6. The Star of Alderaan
3. Battle Patches	7. TOD Mission Ribbons
4. The Mantooine Medallion	8. The Kalidor Crescent

First Tour:
The Corellian Cross

This award commemorates the signing of the Corellian Treaty which marks the effective birth of the Alliance. By unifying three independent resistance groups under this treaty, our leader, Mon Mothma, forged the initial structure of the Alliance and set in motion the downfall of the Emperor.

Second Tour:
The Mantooine Medallion

This award commemorates the courage of the resistance and freedom fighters on the planet Mantooine. Their bold attack on an Imperial outpost set an example for many other resistance groups. Subsequently decimated at the hands of the Empire, they were instrumental in convincing other resistance leaders to pool their forces and join the Alliance.
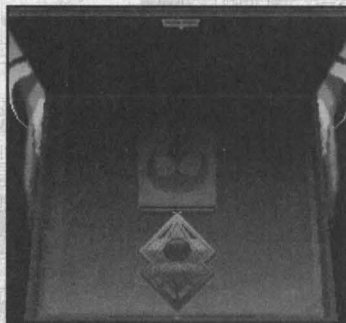
Third Tour:
The Star of Alderaan

This award commemorates the role played by the peace-loving planet Alderaan and its leader, Bail Organa, in creating the structure of our Rebel Alliance. Even when a Senator, Organa risked his life to plot rebellion with Mon Mothma. His contribution cannot be overemphasized. Neither can the example set by the once warlike citizens of Alderaan who have rebuilt their society based on peace and equality of all races.

The Kalidor Crescent

Named for the famed winged predator from the planet Davnar, this award commemorates the unparalleled grace and power of the Kalidor. No more perfect flying creature has been found within the Galaxy. Its spectacular aerial maneuvers and unerring accuracy symbolize our aspirations as starfighter pilots.

The Kalidor Crescent is awarded to pilots for heroic and extraordinary achievements during their Tours of Duty. It rewards exceptional feats of bravery and skill, and is the most prestigious award given to pilots in the Rebel Alliance. Recipients of this medal are looked upon with great respect and are universally granted celebrity status among their peers. There are five upgraded classes of this medal for those who continue to distinguish themselves beyond the call of duty.
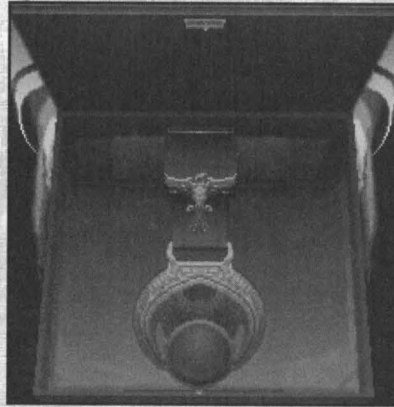
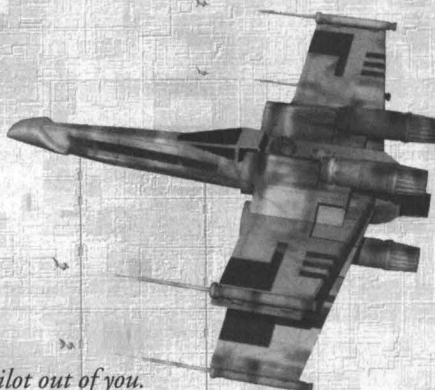## Kalidor Crescent Upgraded Awards

- **Bronze Cluster**
- **Silver Talons**
- **Silver Scimitar**
- **Golden Wings**
- **Diamond Eyes**

No one to date has earned the Diamond Eyes. Will you be the first?

* For more information about medals and scoring in X-Wing, see Appendix A.

Starfighter Systems and Basic Tactics

This section will not make a starfighter pilot out of you. However it will help familiarize you with the basic systems common to all Alliance starfighters and how to use them. Read this section carefully before reporting to your first assignment. You will not be allowed into the simulators until you have demonstrated a thorough knowledge of these systems.

Introduction

Modern starfighters are, kilo for kilo, the most powerful and the most destructive weapons platforms ever developed. When you take the controls of a starfighter, you must master power, speed, and maneuverability unlike anything you've experienced before. Those of you who have flown the T-16 Skyhopper at high speeds will have some advantages, as the controls are similar on some of our models, but that is all. Flying a T-16 cannot prepare you for the sheer thrust and momentum you will have to contend with. You will learn a new language, a new way of thinking., or you will soon be dead. Pay attention to your instructors. The information they pass on to you may be your only hope of survival.
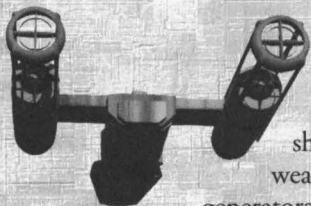
Power Systems

A starfighter's main generator system provides the necessary energy to drive the forward propulsion engines, the flight control thrustor jets, the deflector shields, the onboard computer systems, and the weapon systems. Some starfighters carry backup generators, but these will only maintain life support and other

systems at reduced power. A pilot must choose the proper mix of power distribution. For instance, power can be diverted from the engines to maximize shield strength or to increase power to the weapon systems. However, such a decision results in slower speed and reduced performance. On the other hand, in a tight spot a pilot may choose to divert all power to the engines. This often results in a turbo effect which boosts speed beyond ordinary limits. However, shields are minimized, and remember, you can't outrun a laser!

Flight Control

In addition to the main propulsion engines that provide the starfighter's forward thrust, there are a number of small thrustor jets that are linked to provide fluid and versatile maneuvering in space or in atmospheric flight. There are three main systems of flight control:

1. The repulsorlift generators are used when docking or during planetside takeoffs or landings. However, when operating from large starships and their crowded hangar bays, tractor beams generally move small ships (including starfighters) until they are clear of the launch area. Once a starfighter is safely out in space, the pilot regains complete control of his or her spacecraft.
2. In most other circumstances maneuvering is controlled by the main thrustor jets by means of the cockpit controls. These controls are linked through your nav computer or onboard R2 unit to provide automatic synchronization of directional thrust and stabilizer jets. The result is a smooth turning radius. There are manual overrides, but these are only used if all other systems break down.

Starfighter controls operate very much like the controls of aircraft in atmospheric flight. In part, this is because the X-wing and other starfighters are designed for planetary surface flight, and the designers wanted the flight controls in both environments to be similar. Also, because the early designers and pilots were experienced in atmospheric craft, their concepts and designs carried over.

In a starfighter, pulling back or pushing forward on the flight stick pitches the nose of the 'fighter up and down, while moving back and forth causes the craft to turn. Technically this is accomplished by the flight control system which translates the stick movements into a carefully coordinated series of bursts from the thrustor control jets mounted in the wings and fuselage of the spacecraft.
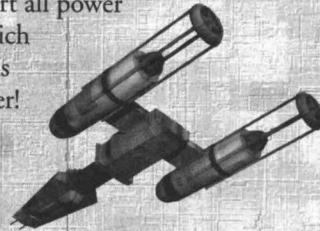
3. The third control system involves the axial roll thrustor jets which temporarily override the main thrustor control jets and allow a pilot to change the attitude of a starfighter without changing its direction of movement. Axial roll is often needed to orient one spacecraft to another. It is also very important to know how to adjust your axial roll in combat. Often a pilot can turn a potential disaster into a victory by simply rolling to a new attitude and then using main thrustors to come around on an enemy craft. Only practice will teach you this skill.
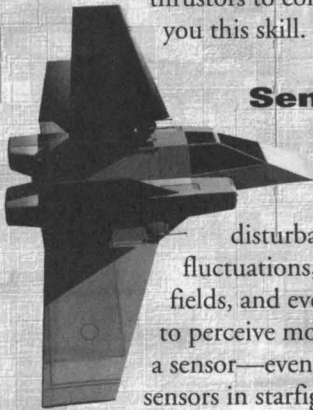
Sensor Systems

Sensors are devices whose purpose is to detect and analyze environmental phenomena. These may include light, sound, electromagnetic disturbances, motion and vibration, gravitational fluctuations, heat, pressure, trace chemicals, nuclear and magnetic fields, and even other sensors. Technically, anything that allows you to perceive more of what's going on around you could be considered a sensor—even a pair of field glasses! However, when we refer to sensors in starfighters, we are referring to specific, complex arrays of highly sophisticated data-gathering and analysis devices that work in conjunction with your onboard computer systems.

The most powerful sensors are too large to be carried aboard a starfighter, but a highly compact array of complex equipment is provided on Alliance starfighters, primarily to detect and analyze a variety of transmissions and fluctuations in the space around the craft. Fortunately, this information is analyzed and interpreted by your onboard computer or R2 unit—the results then projected in readable form in the cockpit. On older starfighter models, you may still encounter somewhat glitchy cockpit CRT displays, but the newer models feature the revolutionary new IN-344-B "Sightline" holographic heads–up display recently developed by Incom engineers.

Starfighter sensors fall into two general categories:

1. Long-Range Sensors are grouped into a single unit called the Phased Tachyon Detection Array.

- Monitors craft/object locations.
- Monitors craft/object type or identification (limited at long range).
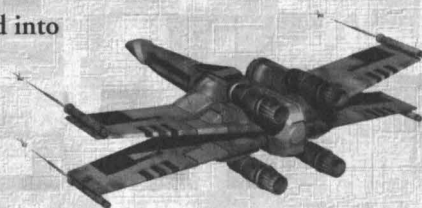
Normal commercial traffic transmits ID codes on normal comm channels. Military craft suppress this transmission, but friendly craft transmit special codes on secure channels. Our sensors can usually identify friendly craft as well as enemy military vehicles and ordinary commercial spacecraft. Some readouts feature a color-coding system to identify friendly, enemy, neutral, or unidentified craft.

2. **Short-Range Sensors are grouped into the Primary Threat Analysis Grid.**
    - Monitors craft flight characteristics and telemetry information used by the weapon tracking computer for laser targeting and missile locking. The sensors work together with the targeting computer to calculate trajectories of warhead flight paths.
    - Monitors enemy craft threat status, providing warning if an enemy is using targeting computers to track and/or lock onto your craft.
    - Limited analysis of cargo and/or life forms aboard another craft.

Sensor Identification Chart

Red	=	Enemy Craft/Unknown
Green	=	Friendly Craft
Blue	=	Neutral Craft
Yellow	=	Missiles
White	=	Satellites, Mines, etc.

Your sensor readouts are your eyes in space. You must check your sensor readouts frequently. Don't ever forget this. The pilot who sees his enemy first is usually the pilot who survives. Most starfighters carry standard all-directional long-range and short-range sensor units. Forward and aft readouts show all nearby activity unless another ship is jamming the sensors. You must memorize the color chart. Know your position. Know your enemy's position. Be first. Be last.

Weapons

The weapons systems aboard an Alliance starfighter are extremely powerful. No doubt you'll be impressed with their destructive potential. When used in conjunction with the onboard targeting computer, they make a lethal combination. But just so you won't grow overconfident, remember that you may find yourself up against Imperial starships with hundreds of times the power of your tiny craft. Learn to use your weapons effectively, sparingly, and accurately.

There are two classes of weapons:

1. **Line of sight energy weapons and particle beams**

   - **Laser cannons** are the most common starfighter weapons. Their highly focused bursts of energy can inflict great damage. They are fired at very high velocity on a straight path. Laser cannons may be fired in rapid bursts, though a small delay is required to cool the laser beam focusing barrel. This weapon is powered by the ship's main power generator. Continuous firing will drain the laser power cells and your weapons may take some time to recharge. Your laser cannon can be fired singly or fire-linked for maximum spread and power. However, recharge times are greater when weapons are fire-linked. Adjusting more power to the weapon systems will reduce recharging time, but at the cost of either shields or engines, or both.

   - **Ion cannons** are specialized weapons requiring a larger power plant than laser cannons. Ion cannons shoot bursts of high-energy ionized particles which do not destroy enemy craft, but disable the electronics and machinery of the target. Ion cannons are useful for missions in which boarding an enemy craft, or capturing it intact, are required. Ion cannons require even more energy than laser cannons, and consequently can drain the power cells even more quickly and may need longer to recharge. Like laser cannons, ion cannons can be fire-linked for more concentrated power. They are rarely fired singly, however. Most often your ion cannons will be linked in pairs.

2. Warhead-carrying homing projectiles

   - **Concussion missiles** are incredibly fast homing projectiles that carry a small warhead. Though not very powerful, they pack enough power to destroy a starfighter and damage a medium-size craft. Their onboard electronic guidance systems are sophisticated enough to track and home in on even the most evasive target, once the targeting lock has been achieved.

   - **Proton torpedoes** are slower-moving and much larger than concussion missiles. They also carry a much more destructive payload. Because they are slower and carry less sophisticated guidance systems, they are usually most effective against ground targets or larger, slower ships.

Targeting Systems

In older starfighter models, pilots were required to target their main cannons by eye with the help of a crude sight. Recent innovations in target acquisition have culminated in the development of the Fabritech ANs-5d "lock track" targeting system. This new system allows our pilots to lock onto one or more targets. It illuminates the target and then "lights up" the gunsight when the correct firing angle is achieved. With the exception of a few "old guard" veterans, our pilots universally praise this new targeting system. However, we do recommend that new pilots spend some of their simulator time with the system turned off. In real combat, you may have only a split second to get a shot off. Developing good deflection shooting instincts can spell the difference between a clean shot and a clean miss.

Your spacecraft may be armed with either proton torpedoes or concussion missiles. A positive lock is required before firing, and you will use your targeting system to determine when to fire. The longer you can keep your target centered in your sights, the more effectively the computer can plot an intercepting path.

After the targeting computer has locked onto the target, it downloads the appropriate electronic emissions signature to the warhead's onboard homing systems. Once the telemetry has been completed, your targeting computer will flash a green lock signal and you may fire as long as the lock remains on. Once fired, the missile or torpedo will follow the electronic signature of its target. In battle, you won't get many chances., so make them count.
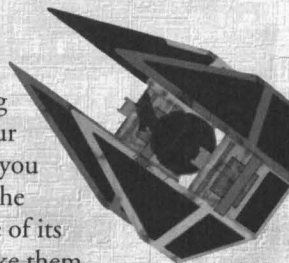
Defense Systems

Imperial starfighter pilots are expendable. They fly in huge wings of TIE fighters and overwhelm their enemies with sheer numbers. However, the TIE fighter is vulnerable and one clean hit will destroy it. The Alliance takes a different view. Each of our pilots is important to us. For this reason, each of our starfighters is armored and shielded. We do everything we can to get you back alive.

There are two kinds of shields—particle and ray/energy—and both are required to protect your spacecraft. Particle shields protect against missiles and other physical objects such as small meteorites. Ray/energy shields protect against lasers and other energy beams, and require more energy output than particle shields.
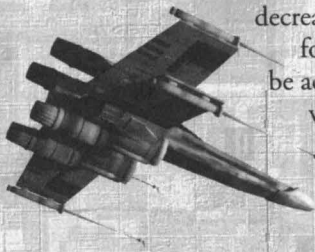
There is very little you can do about the armored hull of your starfighter, but shields are very much your responsibility. You may increase or decrease power to shields as well as adjust them to forward, aft, or overall coverage. Shield direction can be adjusted almost instantly, and there will be times when you will need to protect your ship from heavy front or rear attacks. Remember, rotating shields forward provides double protection from the front, but leaves the rear of the craft unshielded. You must know where the enemy is at all times.

Shields become depleted after repeated hits, but will recharge if given time. In an emergency, you may apply more energy to the shields. This will reduce the time needed to fully recharge them—however, engine performance and weapon recharging rates will suffer.

Navigation

The hyperdrive is one of those scientific miracles that only a few claim to understand, but it has become the mainstay of galactic commerce and transportation. Each point in real space has its equivalent point in hyperspace, and this point's location relative to a real space location can be calculated. Using powerful and efficient fusion generators, the hyperdrive engine hurls a spacecraft into hyperspace to a location calculated by the astrogation computers.

All navigation aboard a starfighter is handled by the on-board nav computer or the socketed R2 unit. Astronavigation is impossible without powerful computing capabilities, and even with an R2 or an advanced nav computer, most systems are put on minimum power while hyperspace calculations are made. Although hyperspace jumping is one way to escape a losing contest, remember that your targeting computer system will be inoperative while astrocalculation is taking place.
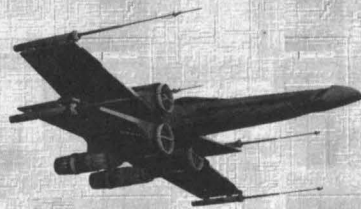
Damage Control Systems

Your system readout will contain a holo image of your ship. During battle, you should check frequently for damage, especially if your shields have been depleted. Fortunately our starfighters are extremely durable, and those with R2 units on board are particularly fortunate, as the R2 can effect immediate repairs, reroute

systems to keep them functioning, and warn you of imminent failures and other dangers.

Communication

Each starfighter is connected by subspace transmission to the rest of its group. You will hear a lot of crosstalk during operations. Learn to filter out the transmissions that are intended for you, and otherwise keep your lips buttoned. There is no room in combat for extraneous chatter. We know your enthusiasm may occasionally get the better of you, but remember, while you are talking, you aren't listening. And if you don't listen, you may miss a message that could save your life!
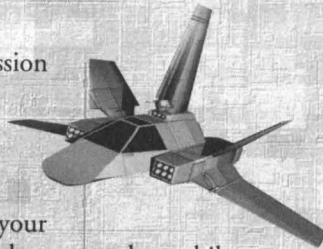
Life Support

Alliance starfighters are equipped with full life support systems, which eliminates the need for cumbersome spacesuits. The cockpits of our starfighters are kept comfortable by a combination of compressors, temperature regulators, and special atmospheric scrubbing units which can be adapted for beings of various races. In addition, our starfighters are equipped with Guidenhauser ejection seats which include a limited oxygen supply, wrap-around ceramic armor, and a deployable para-foil for atmospheric ejections. Ejection seats can provide almost instantaneous escape from a doomed starfighter, but the pilot's probability of survival in space is not high unless help is immediately available. In atmospheric ejections, survival odds increase greatly.

STANDARD OPERATIONAL DIRECTIVES

Starfighter Combat

Situational Awareness and Energy Management

A Rebel starfighter pilot needs more than dogfighting skills to defeat the Empire. Situational Awareness and Energy Management are the two keys to developing effective starfighter tactics. Situational Awareness is knowing where you are, where your enemy is, and what you need to do to accomplish your mission goals. Energy Management is configuring your ship's power system to achieve the maximum efficiency. Proper utilization of these skills will depend on your ability to constantly analyze and reassess your situation in the midst of a rapidly changing environment.

Situational Awareness and the Combat Multiview Display (CMD)

The CMD is the most important part of your targeting system. The very first thing you should do at the start of any mission is query the CMD (in ID mode) for the nearest enemy fighter R. Note that, though armed, Shuttles and Transports aren't considered "starfighters" and will not be selected by the targeting system in this manner. If there are enemy ships nearby, you will have to decide quickly whether to engage or proceed. **You should consider yourself already under attack if there is an enemy less than 2 klicks distant!** Using the targeting system and the CMD, quickly cycle through all of the craft displayed on your sensors, noting their type and distance (T or Y). Pay particular attention to those ships most critical to your mission. As time allows, assign them to the memory locations of the targeting computer for quick reference during the mission (Shift F5 to F8 .) As new ships enter the area, your R2 or ship's computer will alert you with an appropriate message. Special sound cues will alert
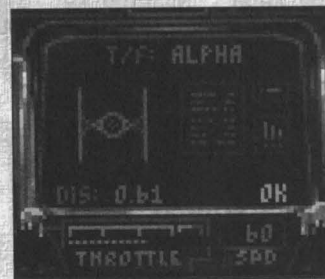
The CMD

you when a new message is displayed. Target the new arrivals in the CMD to see how they affect the overall situation. As you do this you should be building a mental map to help you determine the best method to achieve your mission.

Energy Management and the ELS Display

The primary consideration during any mission is what power configuration will optimize your chances for success. There are three main elements of concern: the Engines, Weapons, and Shields. Depending on mission goals and the needs of the moment, energy levels may be optimized for maximum speed, firepower, or defense. There are always trade-offs and you will have to learn the pros and cons of each. As the mission proceeds, you may find it necessary to make frequent adjustments. There is no "perfect" configuration. Nevertheless, you should always strive to maintain fully supercharged cannons and full primary and secondary shields.

The ELS display

Here are some tips for managing energy in battle:

• **Shift weapon energy to shields.**
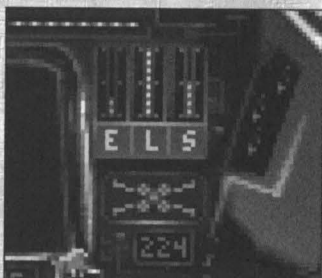
Lasers on maximum

When you begin a mission, you will find your cannons are already at their supercharged levels. Your primary shields will be fully charged, but your secondary shields will not be charged at all. Note that the cannons recharge more rapidly than the shields. Experienced pilots have found that they can bypass certain inefficiencies in shield recharge rates by setting the cannon recharge rate at maximum and then transferring that energy to the shields using ['] or Shift F10. Quickly build up your secondaries by transferring any accumulated cannon energy directly to the shields.

- **Use shields to store energy.**
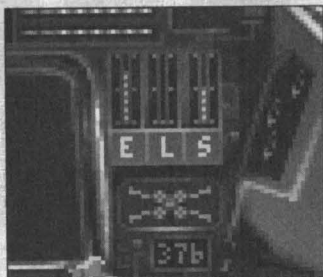
Lasers on minimum

Shields dissipate energy more slowly than the cannons. Use shields to store energy like a battery. When you are redirecting as much energy as possible to the engines for greater speed, but still wish to maintain your shields, you can keep the shields at their normal recharge rate and redirect all the cannon energy to the engines. Then, when you need to fire your weapons, you can quickly transfer shield energy to the cannons ([;] or [Shift] [F9]). Don't forget to reset the recharge rate for the cannons, though!

- **Use cannons to charge shields.**

Another alternative which allows good speed, shield maintenance, and some firepower is to redirect all shield power to the engines and set the cannon recharge rate to one above normal. Then manually transfer cannon energy to the shields every few moments. This increases your workload, but in a low-threat environment where you're not actually using the cannons very much this works well. You can actually build up a full charge for both systems this way!
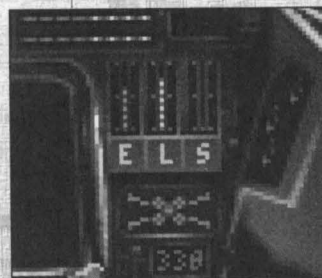
Lasers one notch up

- **Redirect energy to engines for maximum speed.**
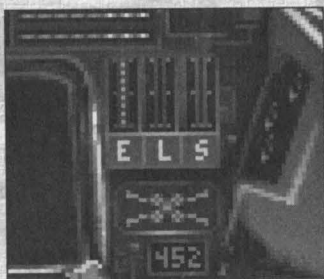
Full power to engines

For maximum possible speed you will need to adjust both cannon and shield energy to be redirected to the engines. As long as you have already maximized your shield strength first, you should have a few minutes before that energy dissipates. Note that normal recharge rates merely maintain current energy levels. (Firing cannons or taking hits to the shields will, of course, result in a loss of energy.)

• **Redirect energy to other systems to slow down.**

This is the corollary to the previous rule, but is sometimes overlooked by novice pilots. When it is necessary to reduce speed — for instance, when you want to keep a slower-moving target within range — you may choose to redirect energy from engines to shields or to weapons instead of cutting your throttle. This way, you achieve the speed desired, but also gain additional charging for other important systems. Just don't forget to correct your settings when more speed is required.
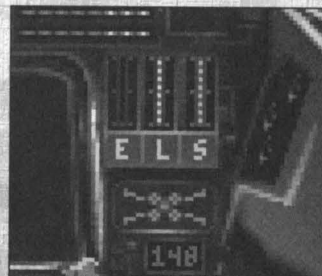
Minimum power to engine.

Basic Energy Configurations

Your starfighter is a versatile craft designed to accomplish a variety of tasks. However, it is only an effective weapon if you understand how to use it. If you've studied the information about energy management in the previous section, you understand that this is one of the key skills you will have to master. The following list of basic configurations is intended as a guideline only. Their use is completely situational. In other words, you must determine when to implement any energy strategy. *(All pictures from X-wing.)*

Normal Maintenance

Cannons: 50%
Shields: 50%
Throttle: Full

This setting is used to maintain energy levels and is best used in non-threat environments. Also, this setting can be used for extra speed in dogfights if shield and cannon levels have been previously charged to maximum. You must remember to reset cannon energy before you run out of laser power. Or, if you are not in danger of being hit, you can transfer energy from shields to cannons.
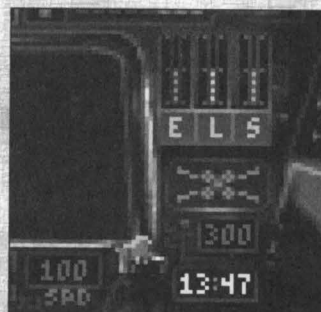
Normal Maintenance

Speed

Cannons: 0
Shields: 0
Throttle: Full

Use this setting to achieve the highest possible speed your starfighter is capable of attaining. In emergencies, this is the only setting possible, but remember, your shield and cannon energy will slowly drain in this setting.

Speed

Normal Attack

Cannons: 100%
Shields: 50%
Throttle: Full

Use this setting for normal attack situations. Your cannons will remain fully charged, even with constant shooting, and your shields will remain stable. If your shields are hit, you can transfer energy from cannons to charge them back up.

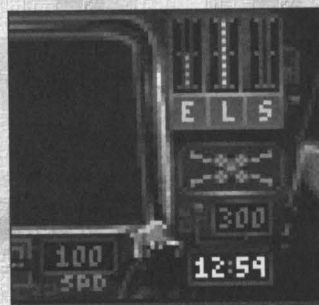*Normal attack*

Speed Attack

Cannons: 100%
Shields: 0
Throttle: Full

Use this setting to gain extra speed during an attack while keeping your cannons fully charged. In this setting, it is the pilot's responsibility to keep his shields charged by frequently transferring energy from the cannons.

Speed attack

Slow Down (Non-threat charging)

Cannons: 100%
Shields: 100%
Throttle: As needed

Use this setting to attack slow-moving enemies like TIE Bombers. It's more efficient to raise your shield and cannon energy levels than to lower your throttle. You may also have to adjust throttle, but often setting cannons and shields to maximum will have the desired effect.

This setting is also used in non-threat environments for maximum charging effectiveness.

Slow down

WEAPONS, TARGETS, AND FIRING CONFIGURATIONS

Weapon selection and firing configuration decisions will often determine the success or failure of a mission. There are a few general rules that apply to almost every situation.

Homing Projectiles

Homing projectiles such as concussion missiles and proton torpedoes are intended to give you some "standoff" attack capability. Since these are "fire-and-forget" weapons, their rapid deployment can help you quickly even the odds in your favor.

Torpedoes are designed for attacking larger and slower ships. Though faster than a starfighter, they can't turn as well. An alert pilot can always evade one, so avoid using torpedoes against starfighters unless the enemy is flying straight and level or in a head-on attack. Also, it should be noted that Imperial doctrine prohibits "wasting" torpedoes on starfighters so you probably will not find yourself targeted by one. Concussion missiles, on the other hand, are designed for dogfighting. *Because of their great speed, they are also somewhat effective at intercepting torpedoes.*

When targeting an enemy ship you will find that large ships must be within 6 klicks for a lock-on to be achieved. Against small ships the distance must be less than 2 klicks. At extremely long range you must keep the target absolutely centered in the targeting box. You will discover that Imperial ships are able to achieve solid lock-ons while you are still "acquiring" your lock. This is one area in which they maintain a slight technological edge.
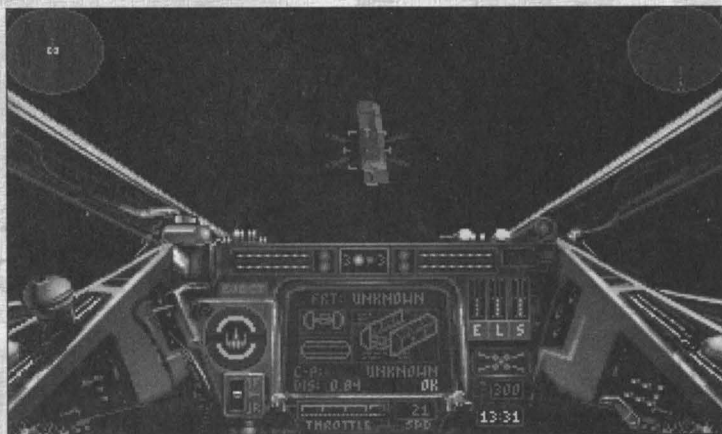
Locking on to a target

Cannons

For most combat and almost all dogfighting you will rely on your cannons. The dual-fire mode has been shown to be the most effective compromise when considering power, targeting opportunities, and firing speed. In the Y-wing this is especially true because the cannons are in a twin mounting that places their fire in a very small area. If the target is going to be hit at all, it will be hit by both guns and may as well receive the double shot! In the X-wing, and to a lesser degree the A-wing, dual-fire mode is preferred because the wing-tip mounting of the cannons allows a much larger area to be considered by the targeting system. Although this results in a less efficient use of cannon energy (as up to half the shots may miss), it is offset by the benefit of having more firing opportunities against a small, rapidly maneuvering target such as a TIE Fighter. *In fact, because TIE Fighters are smaller than an X-wing's wingspan they can find safety between the cannons right in the center of your targeting box!*
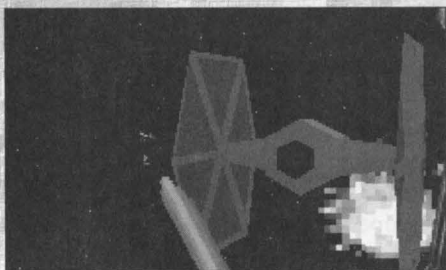
Shooting a TIE

GENERAL NOTES ON COMBAT

Combat in space is all about position. You want to be in a position to hit the other guy. You also want to avoid being in a position where he can hit you. Best of all is any position that fits both of these criteria! In engagements between starfighters this is a straightforward task. A starfighter's weapons all face forward, so if you can position yourself on the enemy's tail and stay there, you will defeat him.

In any fight where you are outnumbered, you should always identify the greatest threat and attack it first. This ensures that your battles will get easier as you go and it is also effective psychologically. Your opponents will see their toughest fighters defeated first, becoming demoralized. Remember, most of the battle is psychological in the first place. If your opponents believe they are going to be beaten, they will allow themselves to be beaten!

- **Finish What You Start**

When dogfighting, pick a target and stay with it until you have destroyed it. Always pick the enemy that is the greatest threat to the mission and work down from there. (See Hull Damage on page 77 for an exception to this rule.)

- **Breaking up a Formation**

When breaking up an attack by several enemy ships in formation, your primary task is to keep firing long enough to force a particular ship to break formation. Proceed to attack each ship in the formation until all have been forced out of their attack run. After that, destroy at will or continue with mission objectives.
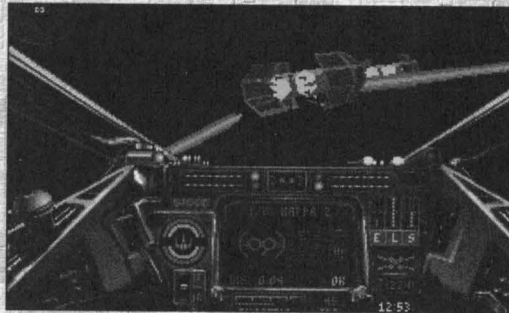
Breaking up a formation

- **Using Missiles on a Flight Group**

When attacking a multiship flight group with missiles or torpedoes, lock and fire as quickly as possible. If a missile or torpedo is evaded at first, don't worry; it will

continue to track the target. After you have fired at each of the enemy ships, go back through the target list to the earliest one that still survives. Fire another projectile if necessary, but try to take it out with cannons if you can. Remember, there aren't any reloads in a dogfight! Use your weapons wisely.

When employing missiles or torpedoes against stationary targets it is not necessary to get a solid lock. A few seconds of "yellow" is sufficient.
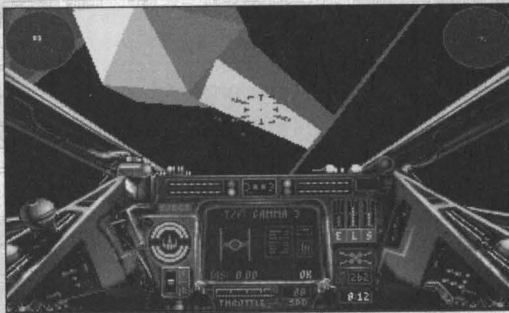
• Escort Duty

When flying a defensive patrol, stay within a few klicks of the vessel(s) you are protecting. When you move to intercept any attackers try not to go more than 8 to 10 klicks away. A second attack on the other side will catch you too far away to get back in time.

Also, when protecting other ships, try to draw off the fire of large enemy ships by flying within range of their guns and popping off a few shots yourself.

• Suicide Attacks

In a one-for-one war of attrition, the Empire will win. They know this and will not hesitate to spend their starfighters in suicide attacks against ours. In a head-on attack, never assume an Imperial pilot will try to avoid colliding with you. His devotion to the Emperor, his honor and bravery are all confirmed when he dies while destroying the forces of the Rebellion. Fortunately for the Alliance, the ruggedness of our starfighters enables them to withstand most collisions with enemy starfighters. This is especially true when all shields are fully charged. However, despite the fact that these collisions usually result in the destruction of the enemy fighter, this is not considered a good tactic!

Suicide attack

Note that due to the rate of closure during head-on attacks, you can start firing at 1.7 to 1.9 klicks. When making a head-on attack into heavy fire you are advised to avoid being hit by maneuvering in a "corkscrew" manner until you have closed to dogfighting range. Then, when your target flies past, turn in behind him and attack.

In the case of TIE Fighters (or any other fighter with hull damage) you can maintain a straight and level head-on attack because the target will be destroyed with only a few shots. This is risky, however, as you will take several hits to your forward shields.

- **The Wotan Weave**

Learn to do the "Wotan Weave." This is a spiral or corkscrew maneuver that will enable you to avoid enemy fire while maintaining a particular heading.

First target the craft you wish to head towards (or away from). With this as your reference point, start turning while simultaneously pulling back (or pushing forward) on the stick. If you are doing this correctly, the targeted craft's blip will appear about half-way from the center of the appropriate sensor display. Your stick
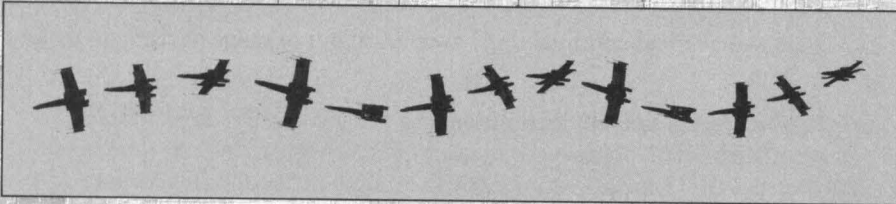
Basic Wotan Weave

will be approximately half-way towards a corner position, but will require constant small adjustments. Generally speaking, when avoiding fire from a large ship use a slow spiral. (The greater the distance the slower the spiral.) When avoiding enemy starfighters (or missiles) a tight, fast spiral is best.

Joystick position

- **Attacking Large Ships**

When attacking large ships the Wotan Weave is absolutely essential for making repeated attack runs. The standard method is this:

1.   Have shields and cannons fully charged, with recharge rates at maximum.
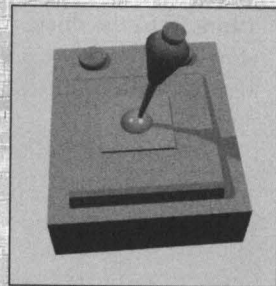
2.   Weave in and begin firing at 1.6 klicks and maintain fire as you close on the target. You may wish to reduce speed to keep from getting too close. This will also serve to maximize your fire on the target.

3.   When you've taken enough hits to require breaking off, reverse direction and open throttle.

Attacking a large ship

4.   Transfer all available energy to the rear shields.

5.   Start weaving and continue to fly away until out of range or ready to make another run.

6.   Restore shields to even distribution.
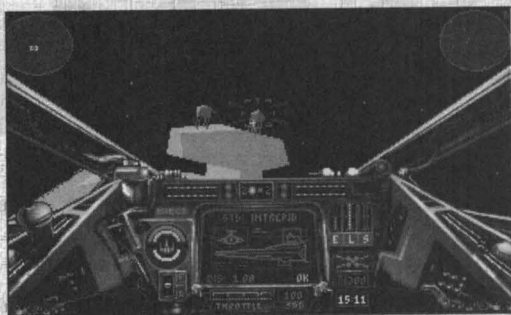
- **Balancing Shields**

Whenever you've taken a few hits, be sure to even out your shields. Press S three times. This is especially important when you are going to transfer energy from the cannons to the shields. The reason is that if, for example, your forward shields are down, but your rear shields remain at full, you won't be able to transfer the energy! (Our engineers are working on this.)

- **Identify Unknown Craft**

Identify all cargo- or passenger-carrying craft before attacking. This will help you decide what to attack and when.

- **Missile Escape Maneuver**

To avoid a missile you must have it targeted in the CMD. You must be moving at high speed (generally at least 100). Turn away from the missile, then when it is about 0.4 klicks away, turn hard towards it. Assuming you are successful, keep turning toward it until it self-detonates. Because Y-wings are generally unable to do this, greater reliance must be made on their stronger shields and hull.

- **Keep Cannons Supercharged**

Supercharged cannons fire farther and hit harder. Need we say more?

- **Know Your Target**

Know your target's characteristics, especially speed and armament. When closing to dogfighting range (less than 0.75 klicks), match speed with your target. This will help you stay on his tail and keep you from overshooting into a disadvantageous position.

- **KEEP CHECKING THE MESSAGE LINE!!!**

Because the message line is often overlooked during combat, musical themes have been assigned to particularly important events. These are the arrival of friendly and enemy ships, the destruction of friendly and enemy ships, and the presence of enemy ships within combat range.

- **Hyperspace Jumps**

When getting ready to make the jump into hyperspace, be sure to balance your shields and transfer all available cannon energy to the shields, if necessary. You are vulnerable for a few seconds just before you enter hyperspace, and it only takes a couple of missiles to keep you from going anywhere!

- **Control Energy, Control Speed**

Use ELS configuration adjustments to control speed. In the X-wing and A-wing each level adjustment to the lasers or shields will result in a 12.5 percent change in engine power level. For the Y-wing there is a 6.25 percent change. (For a more complete discussion of speed adjustment, see the section on Energy Management and the ELS Display.)

THE PRINCIPLES OF WAR

- **Maintain the Objective**

Choose an objective and stick with it. In warfare, the commander must conduct operations with limited knowledge of what is actually happening. There is a tendency to attempt to change the objective in response to changes in the situation. This wastes time and energy.

- **Economy of Forces**

This means using the right amount of offensive power for the job. For the Alliance, this is especially critical as we simply do not have sufficient resources to accomplish everything we would like to. Therefore raids are conducted with the minimum number of ships and troops required. This enables us to maintain a sizable reserve and when required, large forces can be massed.

- **Flexibility**

This is the counterpart to maintaining the objective. It involves leaving options open during the planning and conduct of operations. It requires the commander to anticipate problems and ready a response.

- **Initiative**

Simply put, it means getting there first with forces prepared to accomplish the objective. By capitalizing on our faster command structure, we force the Empire to respond to our actions. This complicates and disrupts their own planning and allows the Alliance to determine the tempo of operations.

- **Maneuver**

To win, we must outmaneuver the Empire. Combined with initiative, this means we don't just avoid the Empire's attacks, we make our own when and where they least expect them.

- **Security**

Loose lips blast ships. So seal your lips. We must keep the enemy from discovering our plans. Good security translates directly into saved lives and is the prerequisite for surprising the enemy in combat.

- **Simplicity**

Warfare is chaotic and unpredictable. No plan survives contact with the enemy.

Complex and elaborate plans often fail for this reason. Therefore, Rebel operations are typically characterized by their simplicity. This means there are fewer things that can go wrong.

•Surprise

Surprise is the principal weapon of the Rebellion. History has shown surprise to be the most effective force multiplier. This is what allows a smaller and weaker force to defeat a larger and stronger one.

- ### Hull Damage

Let ships with hull damage go, unless their complete destruction is a part of your mission objective. If other waves or the arrival of other ships depend on their destruction this will help delay them. At a certain level of hull damage a ship will automatically head towards its mothership or its hyperspace exit point. They don't always make it — this will prevent the creation of other ships entirely.
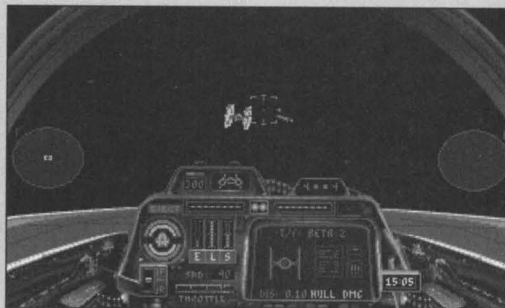
Hull damage

- ### Pilot Skill Level

When assigning pilots, don't worry about the default skill levels. You can only improve their skill levels. If the pilot you assign is less skilled than the one who was assigned when the mission was built, no change will occur. Of course, you may still lose the pilot in combat!
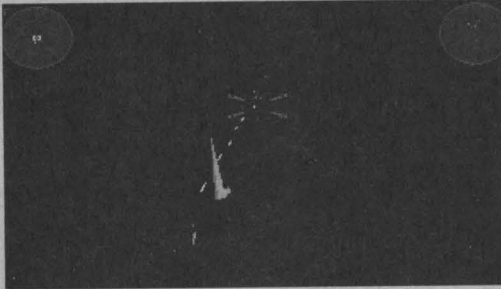
- ### Non-player Starfighters

Note that non-player craft will not fire torpedoes at enemy starfighters, nor fire missiles at other enemy craft that are not starfighters.

- ### Highlighted Ships

The highlighted red part of a ship displayed in the CMD has no meaning except in the case of the Star Destroyer.

- Locating Distant Enemies

No cockpit mode

Turn off the cockpit view momentarily to locate enemies who are just coming into visual range. Press ⏺ on the numeric keypad to toggle the cockpit view on and off. Remember, your sensors only give you an approximation of where other ships are.

- Brushing Off Your Wingmen

When doing close fly-bys of other ships, avoid rolls and hard turns if you have wingmen. They try to maintain position, and will often collide with the craft you're flying by.

GENERAL NOTES ON SCORING

- Conserve your firepower! There is a bonus for high accuracy and a penalty for poor accuracy. Don't fire your weapons unless you feel certain of hitting your target. This is especially true of the homing projectile weapons.

- You get points for killing Rebel ships. Yes, it's true. If you want the highest score possible, kill everything left in the sky after the Mission Complete message appears. To make this even easier give your wingman Wait orders. Remember not to assign pilots you wish to keep, though!

For more information about scoring in X-wing, see Appendix A.

COMMUNICATIONS IN BATTLE

[Shift][A] (Attack Target!) is the most important wingman command. Use it often, especially when the enemy is coming from more than one direction. It is also a good way to concentrate firepower on a single target such as a Freighter or Corvette when you wish to destroy it as quickly as possible.

[Shift][C] (Cover Me!) should be used with caution. The reason is that, if your wingman is already engaged and you order him to come to your aid, he will ignore the enemy he was fighting. That enemy will now have an easier time getting your wingman! Note that you must be currently targeted by an enemy craft to get a response.

[Shift][I] (Ignore Target!) should also be used with caution. It is useful for getting a wingman to break off an attack, (should you wish to finish his target off yourself), but may make your wingman a sitting duck! You may notice that despite acknowledging your order, your wingman may continue pressing the attack.

[Shift][W] (Wait for Further Orders!) should be used with extreme caution. It is more effective for getting a wingman to break off an attack but will definitely make him a sitting duck! Be sure you don't forget to ...

[Shift][G] (Go Ahead and Engage!) to order waiting ships to get going.

[Shift][H] (Head Home!) is useful for those pilots who are so skilled that wingmen just get in the way, (and prevent you from making ALL the kills!) Be careful, though, as this is another way to make it easy for the Empire to kill one of yours. The reason is that the ship receiving this order will have to make it to its hyperspace jump point, which may be some distance away, and will be vulnerable until it gets there.

Note that in the heat of battle, discipline is often difficult to maintain. Avoid putting yourself between a wingman and his target and you will avoid "friendly fire."

MISSION START

Here is a typical mission check-out procedure. You may not always follow these exact steps, but during training, get used to using them. Later on, you can adjust your procedures to fit the situation at hand. You must learn to perform these steps very quickly. You won't generally have time to think about what you're doing. Make it automatic.

1. C to start camera. (Remember: a film record is the only way you can analyze the mission later.)

2. X to select dual-fire mode.

3. ['] (apostrophe) or Shift F10 as many times as necessary to transfer cannon energy to shields until the secondary shields are fully charged.

4. F9 twice to set cannon recharge rate at maximum.

5. F10 twice to set shield recharge rate at maximum, unless high speed is to be maintained.

6. Backspace to go to full throttle if not already there.

7. R to locate nearest enemy fighter. If you have a wingman you may want to order him to attack this target, depending, of course, on the mission objectives. To do so press Shift A, and then T to locate another target. (Take this one yourself.)

8. Once secondary shields are fully charged press F10 three more times to set shield recharge rate to normal.

9. Once cannons are fully supercharged press F9 three times to set cannon recharge rate to normal, (unless currently engaging the enemy.)

Note that it is often possible to do two things at once. For example, the C and X keys are next to each other and so both can be hit at the same time. Similarly, F9 and F10 can be pressed together to save time. Be sure to check your displays to verify what you've done.

SPECIAL CHARACTERISTICS OF ALLIANCE STARFIGHTERS
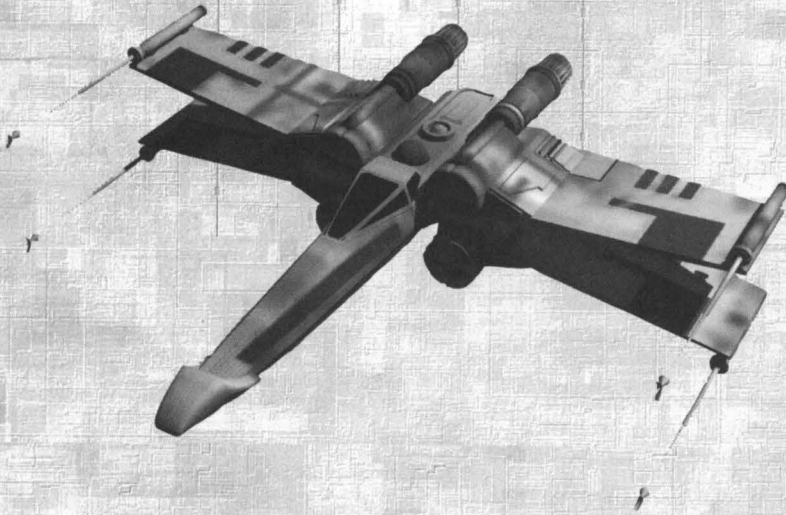
X-WING

The X-wing is the most versatile of the Alliance starfighters. Fast and agile, powerfully armed and armored, it represents an almost ideal blend of characteristics. This makes it supremely well-suited to the multiple roles assigned to it.

Unique to the X-wing is the efficiency of its cannons. At full recharge this allows continuous fire. When dogfighting, keep the cannons in dual-fire mode. There are two exceptions to this general rule. When engaging Assault Gunboats or TIE Advanced Fighters, quad-fire is preferred. The Gunboat is a relatively large target and you have a high probability of hitting it with all four cannons. When attacking the TIE Advanced, it is difficult to get the quick series of hits necessary to defeat its shields. The increased firepower of quad-fire will damage the shields more quickly with each shot, and with the TIE Advanced, you need to make each shot count!
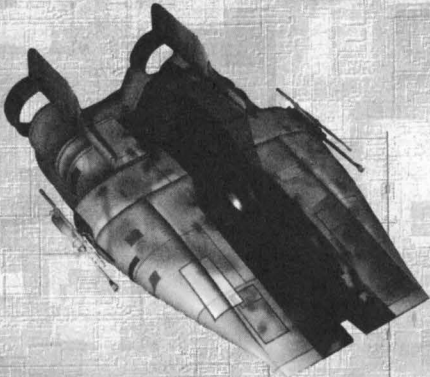
A-WING

The A-wing trades firepower and shielding for sheer speed and maneuverability. Special sensors make it the most effective armed reconnaissance craft in the Rebel arsenal. A dozen concussion missiles also make it a formidable high speed interceptor.

Y-WING

The Y-wing is the most heavily armed starfighter currently available. It also boasts the most powerful shields and armor. Unfortunately, this results in a craft which is slower and not as maneuverable as other starfighters.

Unique to the Y-wing are its ion cannons which can be used to disable enemy ships without destroying them. This is absolutely essential where the objective is to capture another craft. Nonetheless, most missions will not require ion cannons.

To redirect ion cannon energy most efficiently to your cannons, transfer it first to the shields, then back to the cannons. It will be evenly distributed to both ions and lasers, but at least some of it is now available to the lasers. Note that if the shields are already fully charged, you will have to transfer shield energy to cannons first, before following the above procedure.
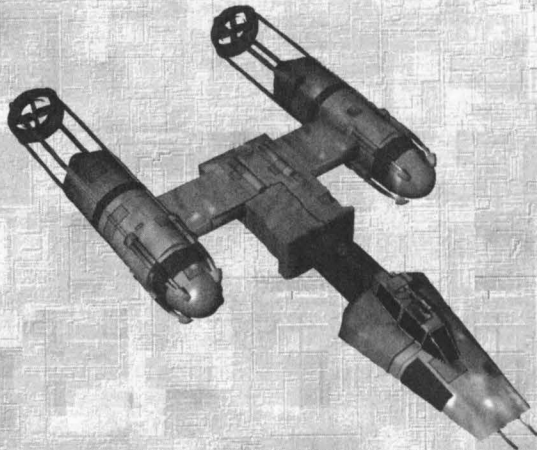
SPECIAL CHARACTERISTICS OF IMPERIAL STARFIGHTER
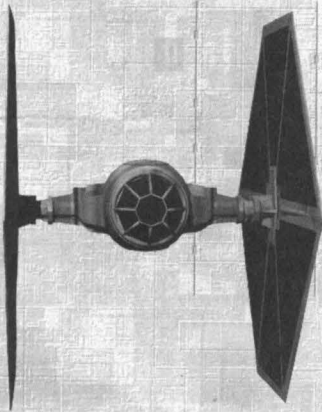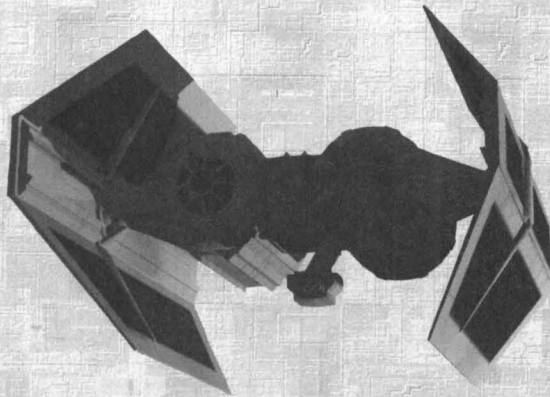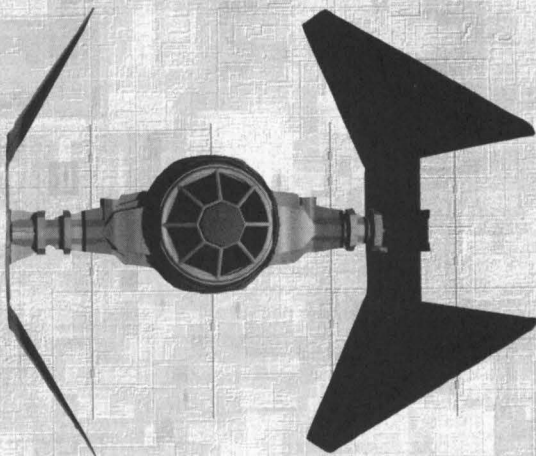
TIE FIGHTER

The most common Imperial starfighter, the TIE is small and highly maneuverable. Like the TIE Bomber and Interceptor it has no shields and even less armor. Cruising speed is the same as the X-wing. Quite deadly in the hands of a skilled pilot, it is, nevertheless, completely outclassed by all Rebel fighters.

TIE BOMBER

TIE Bombers are the most heavily armed Imperial fighters. Each TIE Bomber carries lasers, concussion missiles, and proton torpedoes! In some ways, the TIE Bomber is comparable to the Y-wing. They have the same cruising speed and are the "heavies" of their family. Though not as challenging in a dogfight, its missiles make it the most dangerous of all the Empire's starfighters ... beware!

TIE INTERCEPTOR

Basically, the TIE Interceptor is a faster TIE Fighter with a stronger hull and four cannons instead of two. With a cruising speed equal to that of the A-wing, the TIE Interceptor is much more dangerous than its predecessor. In the hands of a highly skilled pilot it is very tough to beat, especially in a Y-wing.

TIE ADVANCED

The latest in TIE series of starfighters is the TIE Advanced. Like others in this family, it has no hyperdrive capability, but it does have shield generators. Its shields are not very powerful but they regenerate quickly. Because it is so difficult to hit, there is usually enough time between hits for the shields to recover.

First encountered during the Battle of Yavin, this craft is even faster and more maneuverable than the A-wing! Even in the hands of a mediocre pilot this is an extremely formidable dogfighter. However, TIE Advanced pilots require considerably more training than pilots of other craft. Fortunately, the Empire has yet to produce significant numbers of them. Needless to say, it is even tougher to beat than the TIE Interceptor, and almost impossible for a Y-wing.
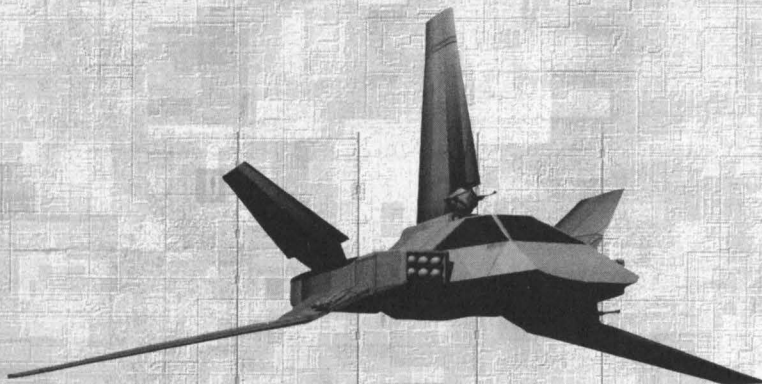
ASSAULT GUNBOAT

The Assault Gunboat is the first Imperial design to incorporate shields and hyperdrive capability. Its cruising speed lies between that of the Y-wing and X-wing. This one also carries concussion missiles, making it quite dangerous in combat. Equipped with ion cannons, it is also capable of disabling other ships. Apparently learning from the Alliance, the Empire has begun to employ these Gunboats, using hit and fade tactics similar to ours! Operating in small independent groups, they also conduct armed reconnaissance and are often the prelude to major Imperial attacks.

IMPERIAL TROOP TRANSPORT

Though not considered a starfighter, this small spacecraft is nevertheless a heavily armed and dangerous threat. It possesses ion and laser cannons as well as proton torpedo launchers. And, of course, it can carry up to 30 Stormtroopers or 10 Spacetroopers. Add to this its hyperspace ability and you have a versatile and potent weapon capable of surprise attacks and ambushes. Though slow, it is surprisingly maneuverable, but it's no dogfighter!
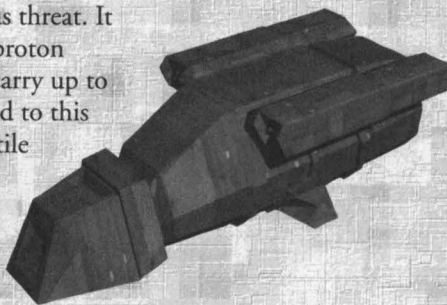
IMPERIAL SHUTTLE

The Lambda-class Shuttle is not a starfighter, but nevertheless poses a threat to starfighter operations. Armed only with lasers, it is no match for any Alliance starfighter. Don't be overconfident, though, as a large number of them can overwhelm you if you aren't careful. Large enough to carry up to 14 passengers and crew members, it is only slightly faster than the Imperial Transport. It is also hyperdrive equipped.
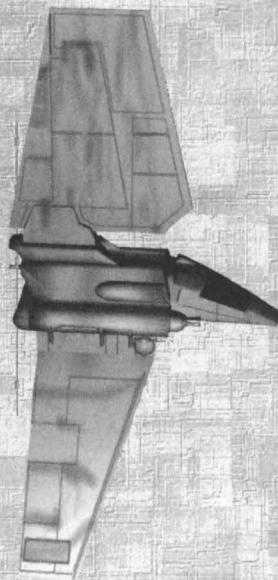
SPECIAL CHARACTERISTICS OF VARIOUS STARSHIPS

CORELLIAN CORVETTE

The Corellian Corvette is a small, fast starship — probably the single most popular starship in the galaxy. A favorite of smugglers and pirates, it is also known as the Blockade Runner. Most are armed with two or three twin-mounted turbolaser gun batteries. Because of the dorsal mounting of these guns, there is a narrow blind spot along both sides and the rear, making the Corvette vulnerable to attack from these areas. Note that the gun batteries can be destroyed without destroying the ship.

   Watch out for Corvettes when they're blowing up; they keep firing until completely gone.
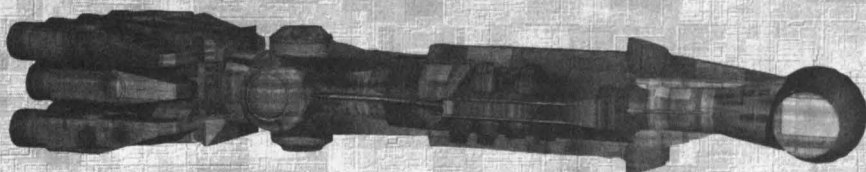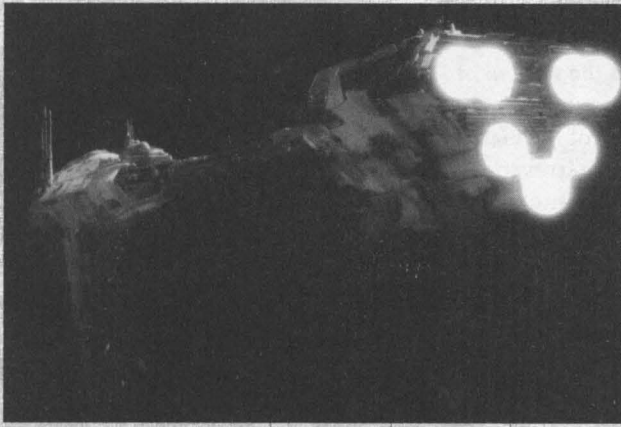
NEBULON B CLASS FRIGATE

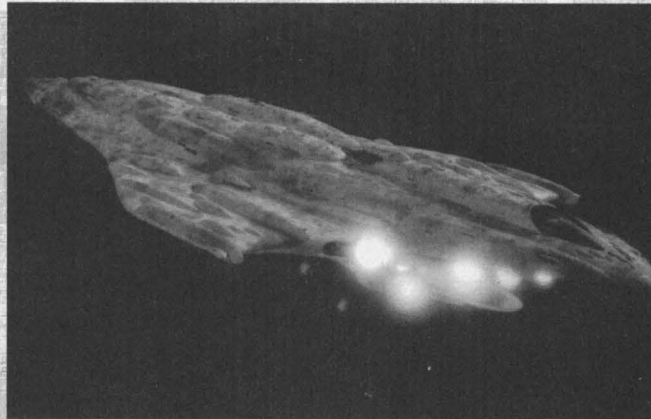The Nebulon B Frigate is a versatile ship of medium size. Popular with the Alliance and the Empire, a Nebulon B is capable of deploying two squadrons of starfighters, and possesses a devastating arsenal of onboard weapons as well. This is a formidable warship with no obvious weaknesses to capitalize on.

MC-80 CLASS STAR CRUISER

The Mon Calamari had never created warships until they were called upon to aid the Rebellion. A peaceful race who enjoyed space travel for its beauty and diversity, they quickly adapted their fleet of pleasure craft. The MC-80 is actually a converted passenger liner, but, due to the amazing skill of the Calamarian engineers, it is a capital warship second only to the Imperial class Star Destroyer. Able to deploy three squadrons of starfighters, this ship is the backbone of the Rebel Fleet with no significant deficiencies.

IMPERIAL CLASS STAR DESTROYER

Long the instrument and the symbol of Imperial power, these huge ships are the means by which the Emperor seeks to control the Galaxy. Their awesome firepower usually serves to terrify the Empire's targets of conquest into submission. Those who resist are ruthlessly crushed.

Able to deploy six TIE squadrons, this ship is best avoided, even by Calamari Cruisers. One weakness is the vulnerability of its shield generators. Located on top of the main superstructure, these generators can be destroyed by a skilled starfighter attack, bringing down the entire shield system. Recognition of this flaw has forced a re-emphasis on the role of the ship's starfighter complement in defending against Rebel starfighters.
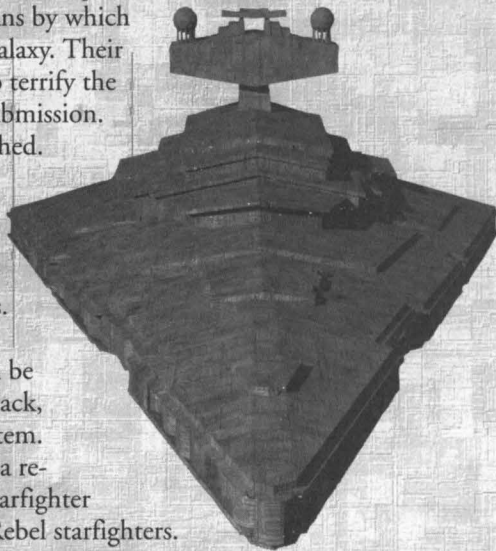
Speed Chart (all ELS settings at 50%)

X-wing	100	Transport	55
Y-wing	80	Shuttle	65
A-wing	120	Space Tug	11
TIE Fighter	100	Freighter	18
TIE Bomber	80	Corellian Corvette	22
TIE Interceptor	110	Nebulon-B Frigate	18
TIE Advanced	125	Calamari Cruiser	11
Assault Gunboat	90	Imperial Star Destroyer	11

Maximum speeds for X-wing (150), Y-wing (90), A-wing (180).

Hits to Kill Table

Craft	Lasers (Shlds Dn/Kill)	Missiles (Shlds Dn/Kill)	Torpedoes (Shlds Dn/Kill)
X-wing	11/4	2/1	*/1
Y-wing	16/9	3/1	1/1
A-wing	11/3	2/1	*/1
TIE Fighter	*/2	*/1	*/1
TIE Bomber	*/6	*/1	*/1
TIE Interceptor	*/4	*/1	*/1
TIE Advanced	12/4	2/1	*/1
Assault Gunboat	21/6	4/1	1/1
Shuttle	21/5	4/1	1/1
Transport	15/10	3/2	1/1
Space Tug	*/1	*/1	*/1
Cargo Container	40/8	7/1	2/1
Bulk Freighter	97/24	>12	5/1
Corellian Corvette	81/40	>12	4/2
Mines and Satellites	*/1	*/1	*/1

The first number is the usual minimum number of blasts necessary to bring the shields down. Shields regenerate, however, so if there is a pause in the attack, more shots will be necessary. The second number is the number of additional shots to destroy the target. For example, an Assault Gunboat's shields begin to fail after taking more than 20 hits. They may not completely fail for a few more hits, and then the hull itself can take a few more shots. Note that these figures are based on continuous fire with supercharged lasers. Also note that concussion missiles are not effective against the larger vessels. Furthermore, Frigates and Capital Ships are not listed because a single starfighter simply doesn't have the firepower to defeat such ships.

How long he had stood in the doorway behind me, I don't know, but I was studying the section called Starfighter Systems and Basic Tactics for the third time when I felt a distinct tension at the back of my neck. I usually get that feeling when someone is behind me.

"Excuse me. Are you busy?"

He couldn't have been more than a few years older than me, but the guy leaning casually in the doorway to my room was wearing Lieutenant's insignia. With his hair a month overgrown and his uniform only partially buttoned up, he looked more like one of my friends back in Tondatha than an Alliance officer.

"Some of the crew around here call me Lt. Blastwell. But you can call me Hamo if I can call you Keyan. Deal?" He smiled and held out his hand.

"Aren't I supposed to salute or something?" I asked, extending my hand.

"That'll come later," he said. "I just thought you might like to get a bite to eat," he added.

"Do they serve mugruebe stew?" I asked, hopefully. Mugruebe was one of my favorite Agamarian dishes. And I realized that I was hungry. Very hungry.

Hamo laughed. "You want to be a starfighter pilot, do you? And you can't be more original then mugruebe stew? Come on, Keyan. Live dangerously. Take a chance. You've got to try the Mutandan porf."

"Porf?" I was dubious. "Doesn't sound very good. What's in it?"

"Don't ask." Hamo grinned and gestured for me to follow.

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Hamo turned out to be from a small planet like Agamar, and we found a lot to talk about. Too soon, however, Hamo called a halt to our discussion. With a last sip of non-alcoholic Veronian berry wine, I followed Hamo back down the dark passage that led to my cabin.

"Tomorrow you go to the Maze. Best you get some sleep. You have a lot to learn, and tomorrow it begins."

"The Maze?"

"The Pilot Proving Ground. You have to check out there before you can get on the simulators."

"You don't waste time around here, do you? I thought I'd have to cool my heels for days before I got a crack at anything like real training."

He clapped me on the back. "Hey, Keyan. Get this. The Alliance has no time to waste. No time at all. Besides," he added very seriously, "I've got a good feeling about you. I'm betting you'll ace your training."

"And if I do?"

"Hey! I'll even try some of your mugruebe stew."

"And what if I don't?"

"You get to eat porf," he said with a wicked smile. "But you'll do it, kid. Besides, I need a new wingman."

When we reached the door to my cabin, he stood at attention and saluted, then smiled and pressed the stud to open my door.

"I'll see ya at the crack of dawn," he quipped. "Figuratively, that is," he added as he headed down the dark hallway. Not sleepy at all, I entered my room and reopened the Starfighter Pilot's Handbook.

THE PILOT PROVING GROUND (THE MAZE)

I was sent to a secret training area the next morning. I have no idea where it was, and I'm sure it isn't there any more. Rebel facilities have a way of changing locations frequently for obvious reasons.

The Maze was a series of gates and targets designed to familiarize pilots with the basic operation of their craft. I spent two days flying the Maze and learning how to manage three starfighters, the X-wing, the Y-wing, and the new A-wing.

There was no real danger. The Maze is designed so nothing you do can really hurt you. The damage is simulated. But the effect is real enough. My shoulders ached after the first few hours of concentrated effort. I did pretty well my first run, but Hamo flew up next to me as I ran out of time and told me to keep trying.

Eventually, I got the knack of flying the Maze and could keep going all the way past the eight main levels. On the third day of training, we all realized I couldn't really learn anything more from the Maze. Next stop, the simulators!

Here's some of what I learned in the Maze:

- I learned different ways of controlling my energy and speed settings. For instance, I learned that I could slow down at times by increasing laser or shield recharge rates instead of changing throttle settings.

- I learned to fly most of the time with full throttle, full power directed to lasers, and shield recharge rates set to normal.

- I learned to look ahead, anticipate the next set of gates, and use my maneuvering thrustors to angle my fighter into position for an easy pass.

Looking ahead

- When my shields got low, I redirected laser energy to them to recharge.

- I learned to balance my shield coverage so I was covered both in front and in back.

- I learned to aim quickly and shoot accurately because each target I hit gained me some time.

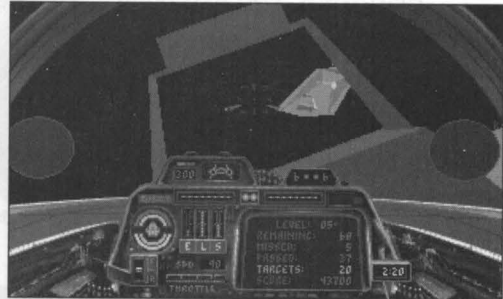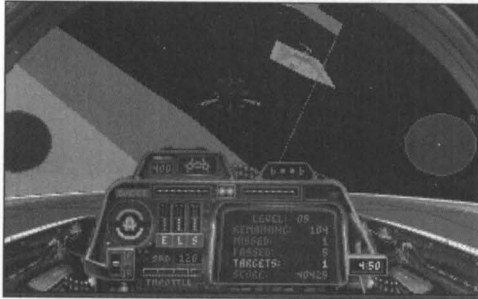- I learned not to crash into anything, which would stop my 'fighter and lose precious time.

More Maze Tips

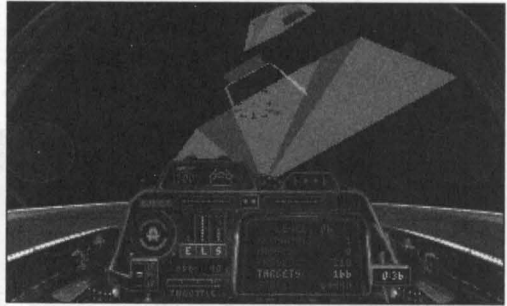Here are a few less common tips:

Look ahead. Remember, you don't have to fly through the middle of each gate.

- You don't have to fly through every gate. You can get credit for gates if you just clip them with a wing or any part of your 'fighter. Knowing that, I was able to take different angles to fly through some gates.

- Sometimes you can slow down and shoot the targets at the next platform before you get there. Control speed and get the targets, then zoom through the gates.

- If you miss a gate, you can sometimes loop back and go back for it. Some pilots never do this. Others say they can loop back around faster than the 15 seconds they'd lose if they skipped the gate.

- Speed isn't really the key. Accurate shooting and conservation of energy are more important.
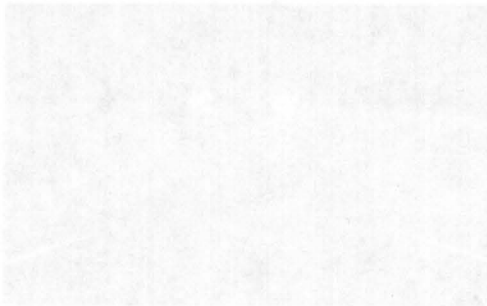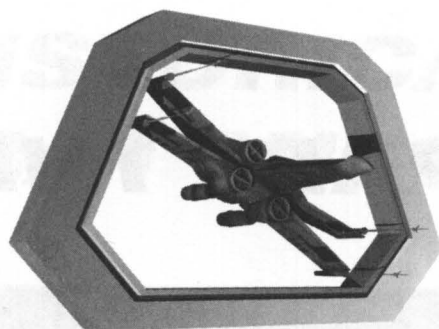

Make your shots from all angles. See if you can hit two targets with one shot.

- You can shoot targets from odd places. For instance, you can shoot right through raised platforms. You can even shoot targets from underneath the main platform!

- If you get in real trouble in one of the later levels, you can hide under the platforms to recharge your shields and

Completing a level

lasers. Though this may take some time, it is still possible to complete the course if you've been able to move quickly through the gates, you hit the targets, and you don't crash into anything.

PART THREE

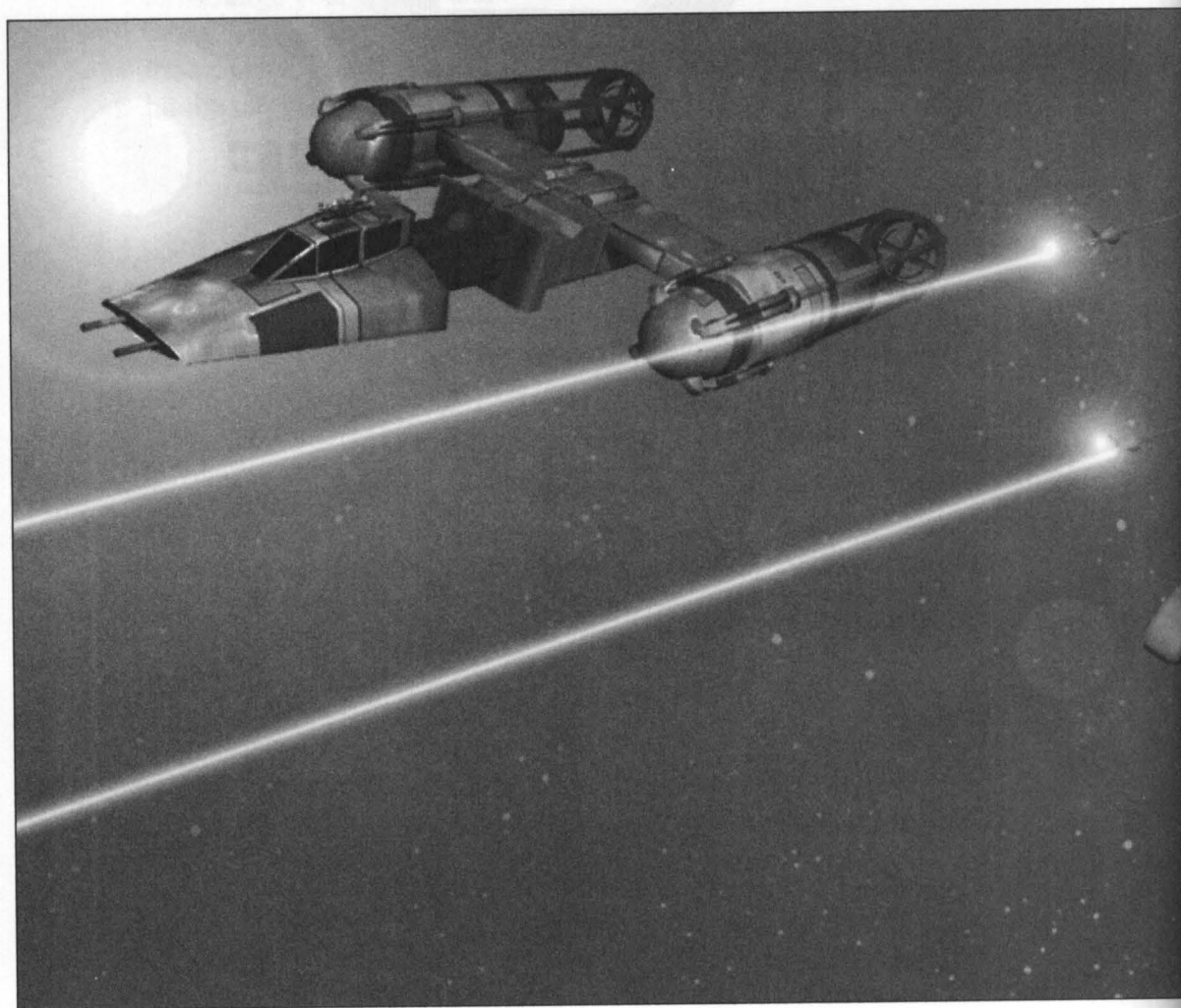# PART THREE
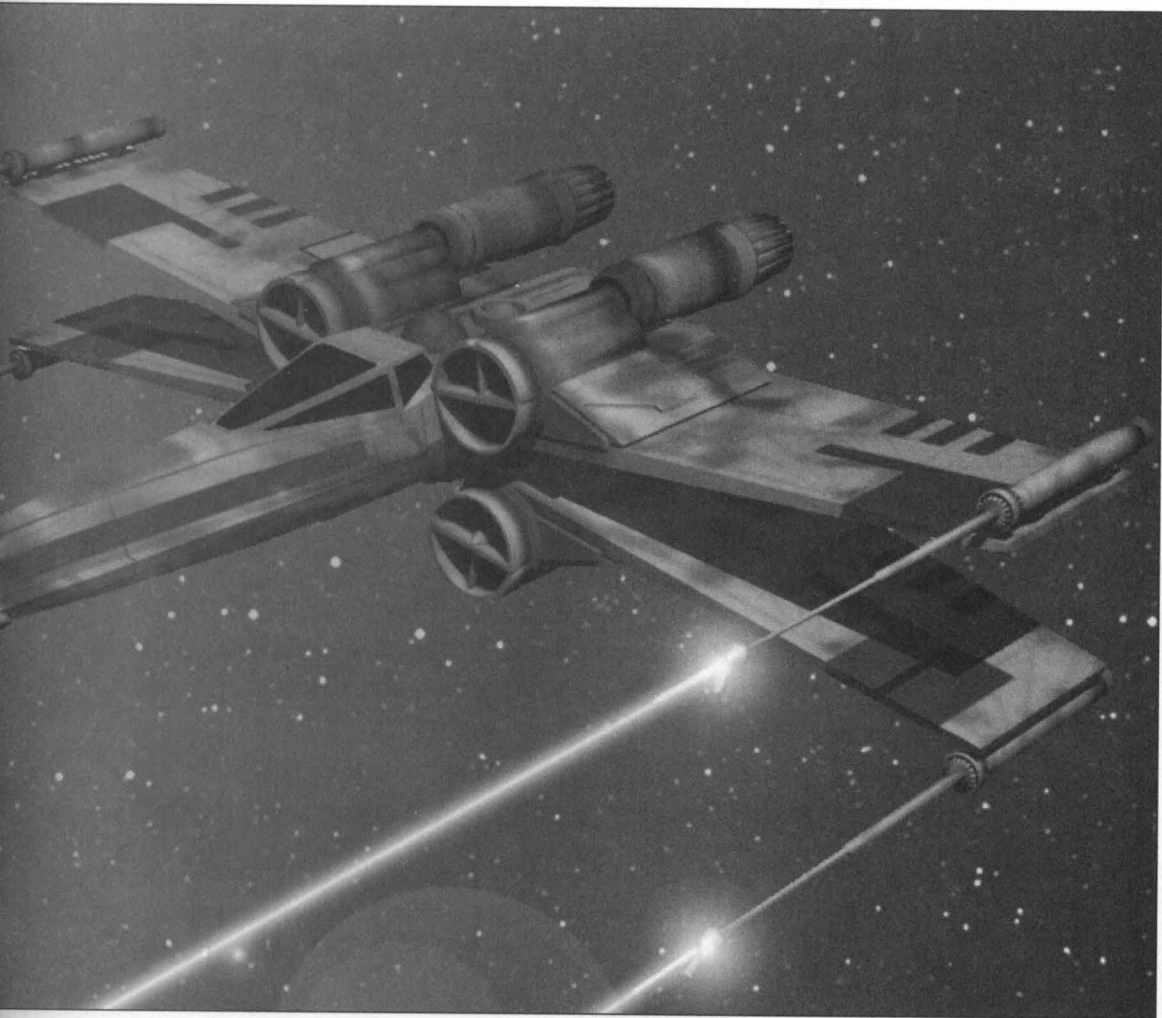
HISTORICAL
COMBAT MISSIONS

This is the weapon of a Jedi knight. Not as clumsy or as random as a blaster. An elegant weapon for a more civilized age. For over a thousand generations the Jedi knights were the guardians of peace and justice in the old Republic — before the dark times . . . before the Empire.
    — Obi-Wan Kenobi

Hokey religions and ancient weapons are no match for a good blaster at your side, kid.
    — Han Solo

PART THREE

Historical Combat Missions

When I first came on board the *Independence*, I was anxious to begin my training. There was nothing I wanted more than to get behind the controls of a starfighter and blast away at Imperial ships. By the time I had read the Starfighter Pilot's Handbook, that desire had become unbearable.

And once I had mastered the Pilot's Proving Ground, I knew I was ready. But Hamo was always around, and he never failed to assure me that I had a lot to learn. Even after I had passed the Maze, in his own words, "with flying colors," he wouldn't authorize me for any real duty.

Instead, he sent me back to the simulators, where I met Commander Wex "TIE-Die" Dafid, tactical training officer. It was from this tactical master that I was to learn the lessons that kept me alive later, when the blasters were real and there were no second chances.

HISTORICAL COMBAT TRAINING

"All right, beings. For some of you, I'm your final hurdle. You've got to get by me to get your hands on a real starfighter. I'm here to make sure you don't leave here as TIE meat. We can't spare the ships."

I think this was meant to be a joke, but nobody laughed. We were all scared to death. Commander Dafid was the kind of instructor young pilots had nightmares about—a tough, experienced, no-nonsense kind of man who had seen it all and lived (barely) to tell about it.

The tactical training officer paused and surveyed the room, his eyes locking with each of ours in turn. Absently, he rubbed the three-inch scar along his cheek with his good hand, and after staring each of us down, he'd mutter something practically inaudible that sounded vaguely like, "Hmm nnun." My first impression? A genuine nut case.

In the stories floating around the mess, Dafid had ignored practically every rule of combat in his 150 or so sorties and had just about fragged a couple dozen times. That was how he learned the importance of proper tactical flying. But these were just stories. Who knew the truth?

The commander had finished his survey and intimidation drill, or whatever it was, and began to lecture again, pacing the room like a caged Rancor and occasionally rubbing the scar on his cheek. He seemed almost to have forgotten about us, but I knew he hadn't.

"Each mission you fly in the simulator is meant to teach you something. Be sure you learn your lessons. I don't care if you ace through each mission the first time, or fail your first 10 attempts. Just as long as you get the message. If I can help it, none of you will set foot in a starfighter until you've completed all the historical simulations." Dafid gestured toward the simulator and the big holo screen behind him. "Who wants to be first to demonstrate his skills in battle?" he asked.

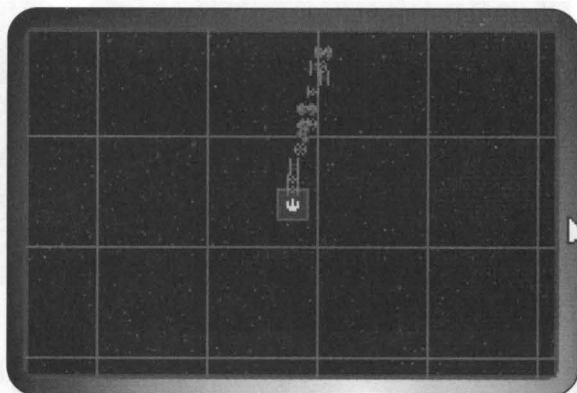There were no volunteers.

<center>✠ ✠ ✠ ✠ ✠ ✠</center>

For these first missions, we'll remind you which keys to press on the keyboard for many of the operations you'll perform. You'll find the keys to press inside square brackets. For instance, to set cannon power, press the F9 key. We denote that as [F9].

MISSION 1: DEV'S SIDESTEP

File Name: waistem

Mission Briefing

In this mission you will learn to adjust your power configuration system, target the enemy, and destroy unarmed Imperial TIE Fighters and stationary Cargo ships.

Dafid's Training Objective:

"O.K., rookies. Here's your chance to beat up on some helpless opponents. It's not that much of a contest. I expect you to learn how to use your targeting computer, how to shoot straight, and how to move quickly from one target to the next. Master this lesson, and you'll go on to the next."

Tactical Summary

Your ship has "accidentally" hyperspaced into an Imperial Training Area. The enemy ships are mostly stationary or slow-moving and only two are armed. This is an opportunity, therefore, for you to practice some combat skills in a low-threat environment.

Target the TIE fighter.

As the mission begins you will find the first TIE fighter less than one klick ahead. Since there are no enemies attacking you, it is not necessary to transfer laser energy to the shields. Also, because the enemy craft are moving slowly or not at all, keep your own speed low so as not to overshoot your targets. Switch to dual mode and destroy the first TIE. Query the CMD
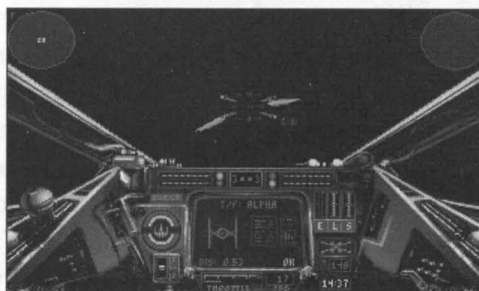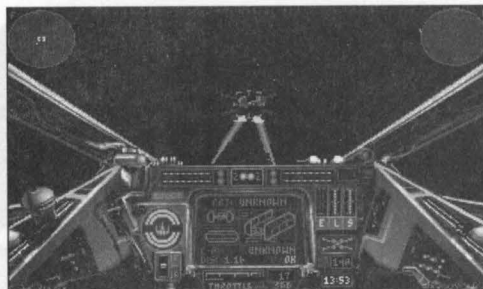
Use torpedoes on the freighter.
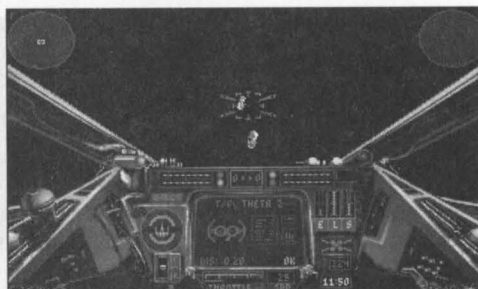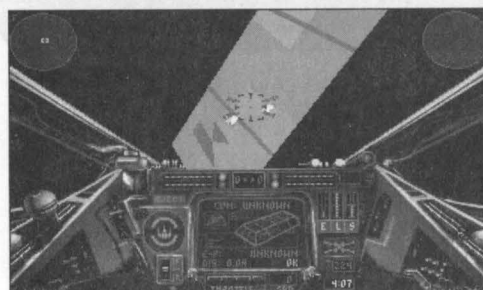

Now go after some bombers.

Slow down and blast the container.

for the next target (another stationary TIE fighter), and destroy it.

The FRT *Rouh* should be your next target. Switch to torpedoes and fire all six in dual mode to blow it up. You don't need to wait for a solid lock because the *Rouh* is not moving. Switch back to lasers and query the CMD for the next target. This will be one of a pair of TIE Interceptors moving in a slow circle. Increase speed to ²/₃ ([]) power and destroy both. Then cycle forward ([T]) to the next target, the first of three stationary transports. Reduce speed to ¹/₃ ([]) power while attacking them.

After you have eliminated the transports, query the CMD again to locate a pair of circling TIE bombers. Increase speed again to ²/₃ ([]), destroy the bombers, then query the CMD again to locate another pair of circling TIE bombers. Now locate and destroy a stationary group of three TIE fighters.

Next, cycle forward again to locate the first of two empty containers. Destroying these containers will cause a pair of TIE fighters to appear with orders to attack you. They will be about two klicks away so you have time to eliminate the group of three TIE Interceptors about .75 klicks away. Go to full throttle to engage the attacking TIE fighters. Finally, query the CMD once more to locate the last group of enemy ships, a pair of TIE bombers that will attempt to evade you.
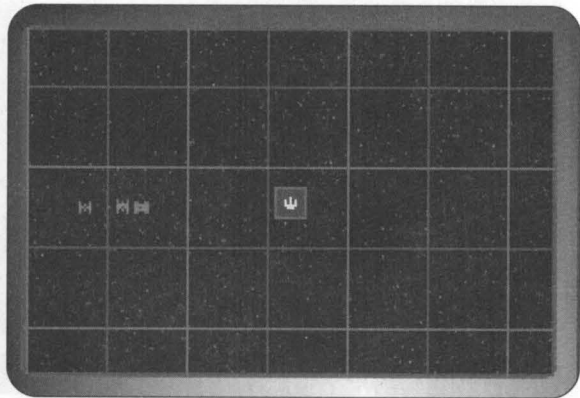
Win Conditions
Destruction of *all* enemy craft.

Note: T/F group Zeta hyperspaces into the mission upon the *destruction* of CON group Phi. In the original mission design, they were supposed to come out when CON Phi 2 is *attacked*.

MISSION 2: WINGMEN ARE IMPORTANT

File Name: max4

Mission Briefing
In this mission you will engage Imperial forces for the first time. You will learn the value of a wingman and the importance of working as a 'fighter team.
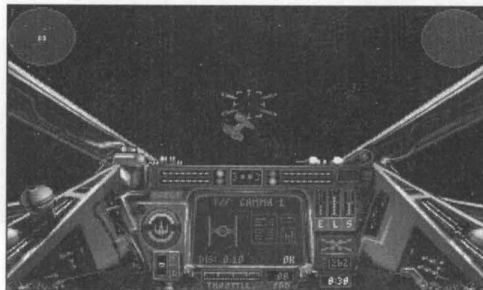
Dafid's Training Objective
"You're here to learn the wingman's role. Don't underestimate it. Your primary objective comes first: protect your flight leader. Also in this mission, I expect you to manage your energy output to shields and weapons, and to control your speed. Practice targeting enemy fighters and shooting them with a minimum of effort."

Tactical Summary
You and your flight leader will face three pairs of TIE Fighters. This a very simple and short engagement in which you can learn basic dog-fighting techniques.

After adjusting your power levels you will notice your flight leader will pull ahead of you. This is fine. Cycle through the targets to find T/F

Attack the Gamma Squadron.

Gamma 1 and attack it. After you've killed this one, cycle forward to find T/F Gamma 2 and go after him. Your flight leader will take care of the others, but feel free to lend a hand! When you are more confident in your skills, try giving your flight leader the Return Home ([Shift][H]) order at the start of the mission and take on all six enemy ships yourself.
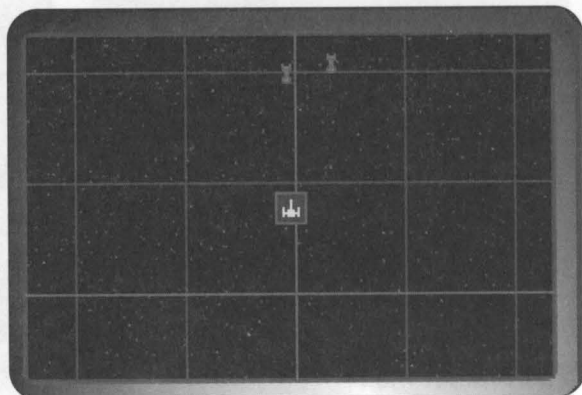
Win Conditions
Destruction of *all* enemy craft.

MISSION 3: SATELLITES NEAR CORUSCANT

File Name: satlit1

Mission Briefing

This mission teaches you to use your laser guns with precision by targeting and destroying small objects, such as satellites and mines.

Dafid's Training Objective

"Quick targeting under pressure, precise speed control, and navigation in 3D space. These are the objectives of this mission. Learn to jink to avoid the lasers and learn to aim and fire without effort. Or don't and get fragged."

Tactical Summary
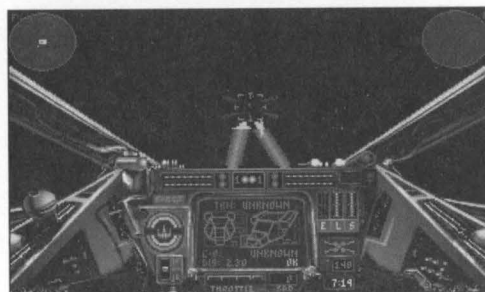
Use torpedoes on the transports.

In this mission, you must be quick and efficient in order to eliminate the targets before the Empire's forces can respond (four minutes).

Reduce your speed to zero as you enter the area. There are no enemy fighters to trouble you and the Mines can't chase you. Engage the targeting system ([T]) to locate the first of two transports. Switch to dual fire torpedoes and eliminate them before proceeding to deal with the minefield. Make sure you have a solid lock before firing.

Switch back to lasers and select quad-fire. Destroying a Mine only requires a single laser blast, but quad-fire will greatly improve the chances that the targeting system will find a firing solution for at least one of the guns.

With shields fully charged throttle up to ¹/₃ ([ ]) and target the nearest Mine. As you close on the minefield keep an eye on your forward shields.
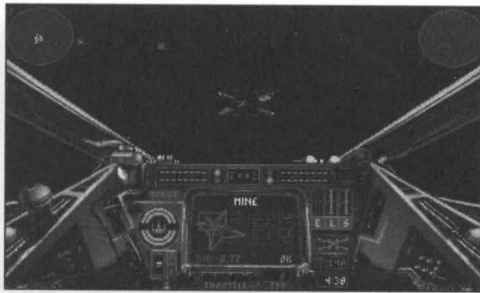
Line up the Mines quickly . . .   *. . . and fire!*

When the secondary shield has been brought down, turn away and go to full throttle ([Backspace]). As you pull away, re-balance your shield energy and transfer laser energy until the shields are fully charged. Now turn back to the mines and reduce speed to ¹/₃ ([[]) again. Repeat this procedure until all of the mines are eliminated.

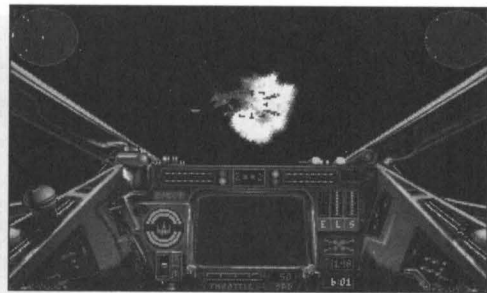Another way to conserve shields is to transfer energy from your cannons to your shields ([Shift][F10] or [']). Keep your shields balanced (press [S] three times quickly) and keep hitting the key to transfer energy. This works best if you fire cannons in single- or double-fire mode since you will have two drains on the cannon energy. Try going in at full throttle instead of ¹/₃ power. Keep weaving to avoid being hit as you approach the mines, then, when you're close enough, shoot them in rapid passes. Practice until you can target and shoot a Mine almost in one motion. Efficiency of effort and shield maintenance are the keys here.
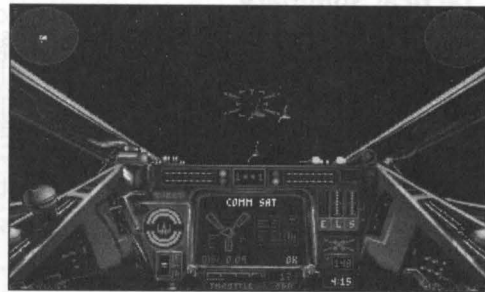
Finally, destroy the Comm Sat.

When the Mines are all gone you can destroy the satellites unmolested. If you have been quick, the Imperial Frigate *Sentinel* will only now be arriving. If you're feeling cocky you may wish to take on the *Sentinel's* TIEs!

Win Conditions
Destruction of *all* mines and satellites as well as the two transports.

MISSION 4: BEAT THE ODDS
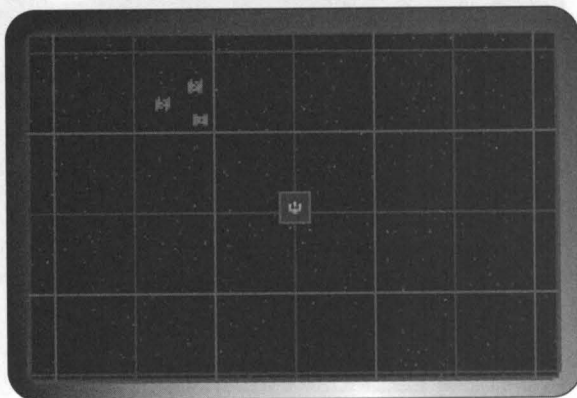
File Name: max5

Mission Briefing

Rebel starfighter pilots almost always fight the Empire outnumbered by at least three to one. This mission will teach you to beat these odds.

Dafid's Training Objective

"Learn to shoot TIE fighters. Don't look for deep philosophy here. Just shoot fast, don't miss, and get out with your skin."

Tactical Summary

Your flight group of three X-wings has been sent to test Imperial defenses near Circarpous IV. You will encounter three groups of three TIE fighters. As you close on the nearest enemy 'fighter switch to torpedoes and fire one in a head-on pass. Switch back to lasers and query the CMD for the next enemy fighter. Proceed in the same fashion as you

Use a torpedo in a head-on pass.

continue the dogfight. You will have to be quick to get your share of kills. If you're fully confident in your abilities, send your wingmen home at the start of the mission and try your hand at nine-to-one-odds!

Win Conditions

Destruction of *all* enemy craft.

MISSION 5: RESCUE AT MON CALAMARI

File Name: halley

Mission Briefing

This mission recreates one of the most spectacular life-or-death rescue missions in history, especially from the view of a particularly daring X-wing pilot Halley Kadorto.

Dafid's Training Objective

"Destroying the enemy is only part of your job. A starfighter is also a defensive weapon. You must learn to help the Alliance in any way you can. In this mission, you must identify the containers that contain slaves. Do so quickly so a rescue team can '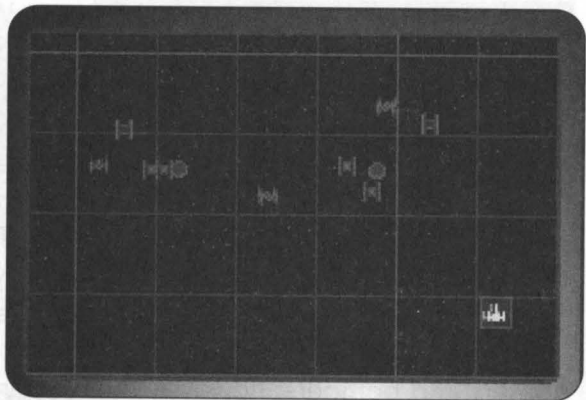space in and rescue the Calamarians. Rescuing the Calamari slaves is the primary purpose of this mission! Once you have identified the containers, protect the rescue operation. Finally, destroy any Imperial ships or supplies before you 'space out and return to base.

"Learn to identify unknown vessels and to provide a protective screen for our non-combatant forces."

Tactical Summary

The Imperial Star Destroyer *Warrior* is about to rendezvous with a supply convoy. Among the convoy's cargo are a number of Calamarian slaves. You will play a critical role in their rescue.

At the start of the mission the closer of two freighters (*Betar*) is about four klicks ahead and slightly to your right. Order your wingman to attack it and then cycle back ([Y]) for the other freighter (*Wiggins*) and assign it to the targeting system ([Shift][F5]). Now you must eliminate the TIE fighter escorts so the Y-wings will be safe. Query the CMD for the nearest one (Alpha 1) and engage it, then its wingman. Proceed in the same fashion until all the TIE fighters are eliminated. As soon as the FRT *Betar* is destroyed, begin assigning TIEs to your wingman.
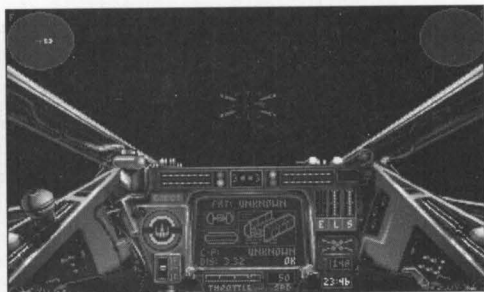
Head for the distant freighters.

When all the TIEs have been destroyed, ID all of the containers, and, last of all, the other freighter. CON Xi 1 and FRT *Wiggins* have the Calamarian slaves. The other containers should be destroyed.

The Star Destroyer will drop out of hyperspace about 10 klicks away, three minutes into the mission. It will start launching attack waves of TIE fighters and bombers; however, their orders are to attack the slave holding ships, not you! Nevertheless, you must stop them as they will likely destroy the friendly rescue freighters (*Citadel 1* and *2*) while trying to kill the slaves.

There are also a couple of space tugs in the area. They are no threat, but that shouldn't stop you from destroying them!
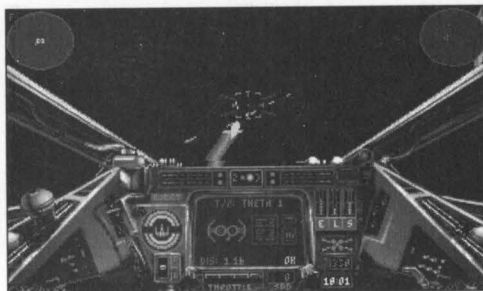
Torpedo the bombers before they get close.
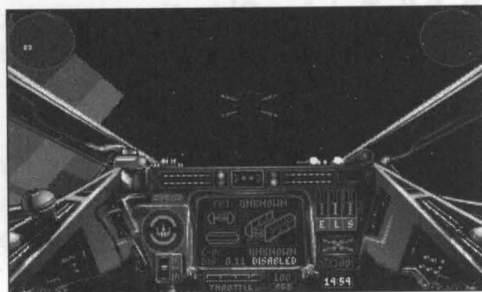
Identifying the freighters

Another way to try this mission is to find and identify the craft carrying Calamarian slaves quickly, then destroy the waves of enemy fighters coming from the Star Destroyer. Keep pushing them back until you can take care of the bombers before they have a chance to launch torpedoes. When the freighters are all safely away, then destroy everything that remains.

Win Conditions
Y-wing Gold must disable the FRT *Wiggins* and escape into hyperspace. FRT *Citadel 1* must dock with CON Xi 1 and escape into hyperspace. FRT *Citadel 2* must dock with FRT *Wiggins* and escape into hyperspace. FRT *Betar* and CON Psi must be destroyed.

> **Note:** Enemy ships can not affect each other as intended in this mission. Torpedoes and laser blasts will pass through targets with the same affiliation as the shooter. (The Imperial FRTs and CONs should have been "neutral" for this mission to work properly.)

Meeting Halley Kadorto

It happened after my first day on the historical simulators. I was in the mess hall. Hamo was away on some mission he couldn't talk about, so I was eating alone. I found a table that was practically empty. I had decided to think about the day's events for a few minutes while I ate.

The only other occupant of the large table was an older man dressed in civilian clothes. At first, I was going to sit at the far end of the table, but something prompted me to sit nearer to the old man.

"Starfighter cadet?" he asked as I sat down.

"Yes, sir. Keyan Farlander. Just joined up . . . at Agamar."

"Ahh. Agamar. I was there once. Nice planet," the man said. "Pleased to meet you. I'm Kadorto. Halley Kadorto."

I must have looked like a stunned Hoska, because he laughed and nodded his head.

"That's right. I'm the one from the simulators. You flown my mission yet?"

"Yessir. I did it today, as a matter of fact."

"The key, you know, is identifying the containers with the slaves. I was lucky. We knew something was up around Mon Calamari, but we never suspected the Imperial scum would actually try to destroy the slave containers before we could get there. I saw the TIEs zeroing in on the distant containers and took off to see what they were up to. I wasn't following orders. Instinct, maybe. Luck. Doesn't matter much, does it?"

I didn't know what to say, so I just smiled knowingly.

"I've been shot up a lot of times. In the early days, our ships were prone to fail on us. You don't have that in the simulators. They're better these days, but back then . . . I was technically dead three or four times, but the Medical Droids always brought me back.

"That day, I was sharp. I flew circles around those TIE bastards and shot them all to hell. By the time reinforcements arrived, well . . . there wasn't much left. It was a proud day, young Farlander, but I flew a lot of missions before and after that one, and every one of them was just as important. Remember that. Don't let up for an instant, or you'll be staring into the ugly face of one of those Medical Droids — if you're lucky!"

I was still sitting with Halley Kadorto when Hamo suddenly appeared in the mess. He seemed to be in a hurry. When he spotted me, he came directly over to the table.

"Come on, Farlander. There's a call for volunteers to fly a very important mission. They need more pilots, and I volunteered you."

✗ ✗ ✗

My First Mission

A lot of people have already heard the story of my first mission. It became the subject of general conversation on the *Independence* after I returned. Perhaps a lot has been made of it — it being my first mission and all — but I figure I was just lucky — in spite of what Mon Mothma told me after my promotion.

Reluctantly I followed Hamo to a briefing room. By this time I had a better idea about how things worked on board, but I was pretty surprised to see Mon Mothma and Admiral Akbar heading up the briefing. The admiral began speaking soon after we arrived.
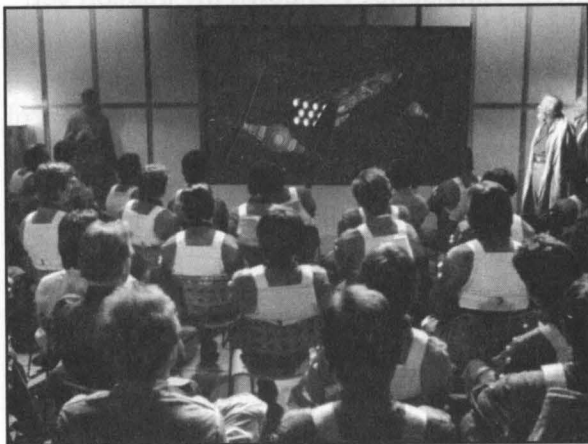
"The frigate will pop in here." The Calamarian was pointing to a spot in the holo projection. A label indicated it was a quadrant of the Hadar sector. A Corellian Corvette filled the lower corner of the projection. A small world was visible in the background. As the admiral spoke, a Nebulon B Frigate popped into view in the upper quadrant. Within

moments, a stream of TIE fighters appeared and headed directly for the frigate. Then a squadron of X-wings appeared behind the TIE fighters, catching them in a crossfire between their guns and the frigate's. The second X-wing squadron and the Y-wings surrounded the Corvette.
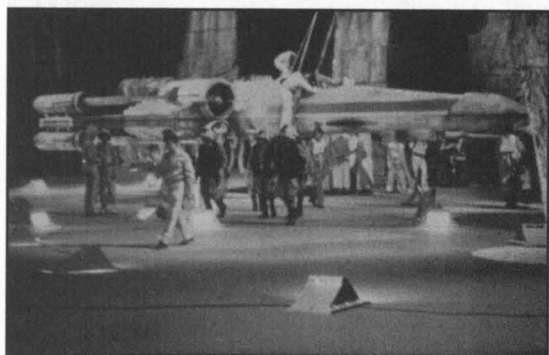
"Blue Squadron will flank the enemy fighters, catching them in a crossfire with the Calamarian Frigate *Liberator*. Red Squadron will protect the Storm Unit as it attempts to board the Corvette *Talon*. The Y-wings of Gold Squadron will use their ion cannons to disable the Corvette's weapons and electricals. If Blue Squadron is successful, there should be limited resistance, but Red Squadron, your job is to protect the Y-wings and the Storm Unit.

"When the Storm Unit successfully boards the *Talon*, the commandos will make their way to the captain's quarters and to the bridge. They will confiscate all available holos and capture any senior ranking officers. In addition, R2 units will scan the Corvette's computer system and retrieve anything found there. Are there any questions?"

Captain Charger, one of our senior officers, stood up and asked, "Do we take the Corvette when we leave, destroy it, or abandon it?"

The Admiral was quick to answer. "Carry out the mission objectives and retreat immediately. We want as few casualties on this mission as possible. And we don't want any complications. Just hit hard, hit fast, and get out!"

When assignments were made, Hamo was assigned to Red Squadron. He volunteered me as his wingman. I kept asking myself what I was doing here. I asked Hamo the same question.

"There are a lot of ops going on right now," he replied later, as we made our way back to our quarters. "They're short on pilots." He grinned, and added, "So you're elected."

Ready or not, Empire, here I come. This was what I had joined the Alliance for, after all. I just hoped I made it back.

"Don't worry," Hamo told me, for the hundredth time it seemed. "You'll be fine."

We had a few days before the
mission, and Hamo yanked me
from my normal training schedule
to drill me in X-wing maneuvers
and get me some real flight time.
It was perhaps the most exciting
time of my life. It would have
been fun, too, if I could have
forgotten what lay ahead. But
every time I questioned my
abilities, Hamo would reassure
me, and slowly I gained confidence in myself. The X-wing did feel a lot like a
T-16 — only better.
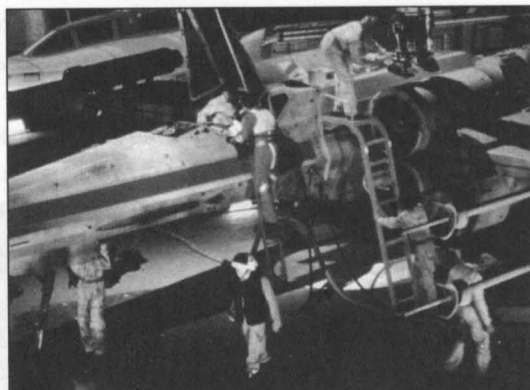
The day arrived. We strapped in and did our instrument checkouts. Then
the tractor beams floated us from the hangar and into space. It wasn't the first
time I had seen the black infinite canvas of space from inside an X-wing, but it
was the first time I was going to hyperspace into battle. My stomach was
queasy and I could hardly maintain my focus on the equipment and the
readouts from the console before me.

"You OK, Red Two?" It was Hamo, checking in.

"Fine," I answered, not
entirely truthfully. "I'm fine." I
struggled to gain control,
taking deep breaths and
letting them out slowly.
Gradually, I put aside all fear
of the future and
concentrated on
handling my
starfighter. My
starfighter, I
thought. I was finally
ready for action. "I'm ready,"
I breathed into my
communicator.

"What's that, Red Two?" came Hamo's reply.

"Nothing, Red Leader. Ready when you are," I answered, this time with
some conviction.
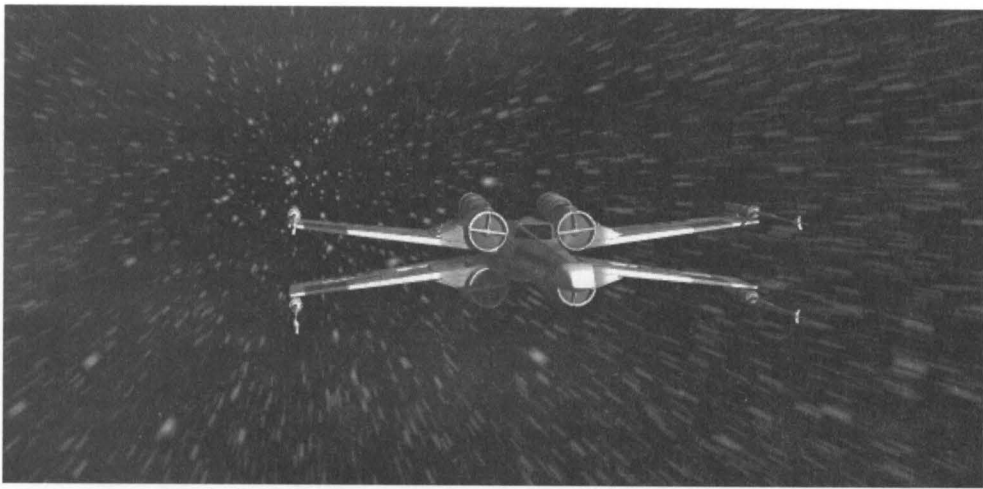
"Just stick close to me," he replied. "Hyperspace in T-minus 15."

I had been in hyperspace a few times by now, but I never got used to the feeling of losing my reference points. I could literally feel my body's anchor in the real world rip away. I could sense myself receding from my known point in space and heading for another. When I described this feeling to others, they all looked at me blankly or implied that it was just my imagination — except for one Sullustan navigator who said nothing, but nodded sagely and offered what passed for a smile among Sullustans.

This eerie sensation was all the more intense when it was just me and the X-wing alone in limbo. Fortunately, it didn't last long. We came out a few klicks from a raging battle.
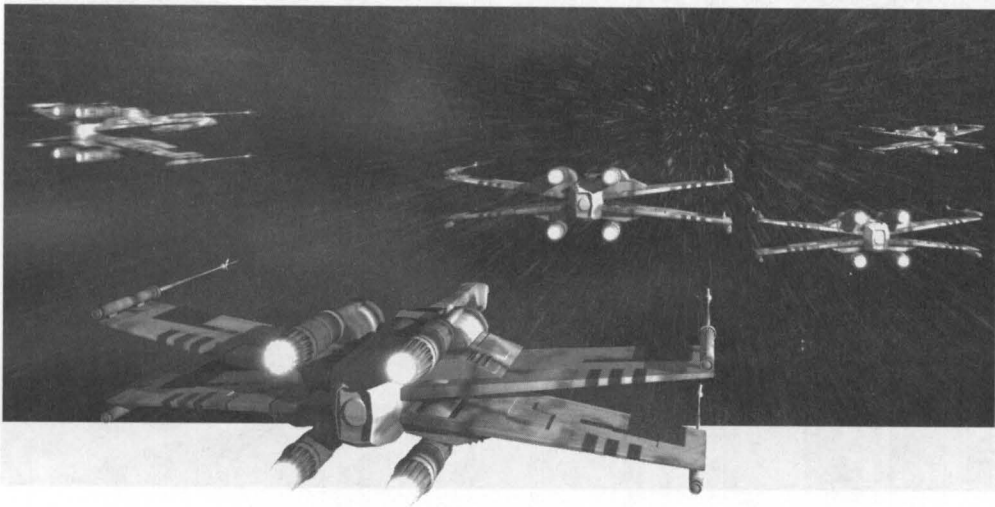
There was a slight pressure change. Faint static played over the comm link. And off in the distance, laser bursts flashed and ships were disintegrating in irridescent blues, greens, and violets against the backdrop of a distant galaxy. In that surreal moment, I think I formed an image of space battle that would forever haunt me, contradictory visions of beauty and death, of graceful weightless dancing and awesome, destructive power.

All this in a heartbeat.

I found myself pulling hard on the controls and spinning into an approach position, the enemy corvette filling my viewscreen. I could see Hamo's X-wing just ahead of me, and I adjusted to match his trajectory. I pushed too hard! Suddenly I lost him, spinning off course as I tried to compensate. In a speeding X-wing, a small miscalculation can really throw you off.

Angry at myself for making this stupid error, I started to come around again when I spotted two TIE fighters speeding in my direction. A quick mental calculation told me they were headed straight for Hamo's X-wing!

I swung in behind the closer of the two. He had almost lined up with Hamo already. "Watch out, Red Leader," I yelled as I punched the fire button.

My hand wasn't steady, and my aim was off, but one of the quad-linked lasers hit the TIE on the side panel just before his green lasers squirted out at Hamo. I could see the TIE slew sideways, and his shot went wide, a single beam just clipping the back of Hamo's X-wing.

I kept the TIE fighter in my sights and closed in to finish him off. It all happened so fast; I was flying on instinct. I noticed that the TIE seemed to be
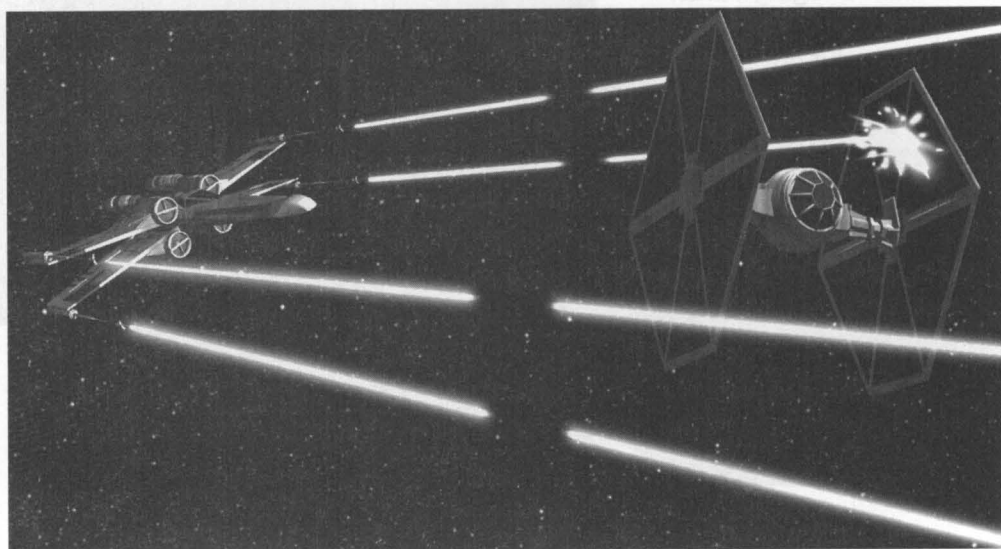
circling to starboard. Later I realized his steering was probably damaged, but at the time, I just took an angle inside his turn and fired a couple of dual-linked blasts. The second one hit him amidships and the small TIE fighter lit up with electrical sparks and careened off course, spinning out of control. A moment later, the ship exploded, sending pieces flying in all directions.

"Good shooting, Red Two." It was Hamo on the comm. "And thanks. But next time, watch out for the wingman. I barely got him off your tail."

The wingman! I had forgotten about him as I concentrated on the TIE in front. If it hadn't been for Hamo acting as my wingman, I would have been dead meat.

"Red Two, come in."

"I'm here, Red Leader. I'm OK, I guess."

"Hey kid, that was good shooting. You'll be all right. But listen. I'm afraid I've been damaged. It's not too severe, but my R2 has been disabled. I won't be able to return to base—no hyperspace, you know—unless I can dock with the *Liberator*. I'm leaving the fight to you, Red Two. I'm joining Blue Squadron. You're on your own. You copy?"

"Sh . . . Shouldn't I stay with you, Red Leader?" I asked. I didn't know whether to be scared, angry, or flattered that Hamo was going to leave me to fend for myself. Angry and scared were top contenders, however.

"Negative. Complete the mission. Hurry now, or you'll miss all the fun." The comm clicked off, then on again. "Good luck, Keyan."

"Thank you, sir. Same to you," I answered dubiously.

"Hey, kid. Don't worry. Just keep your wits about you. You're a natural, you know."

Then Hamo's X-wing banked and flew out of view. I was headed for the *Talon*. Staying on course, I watched the Y-wings firing ion blasts at specific
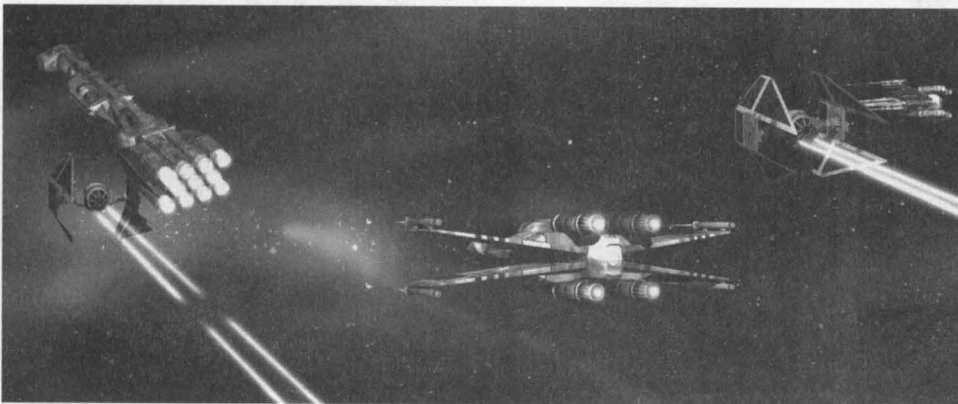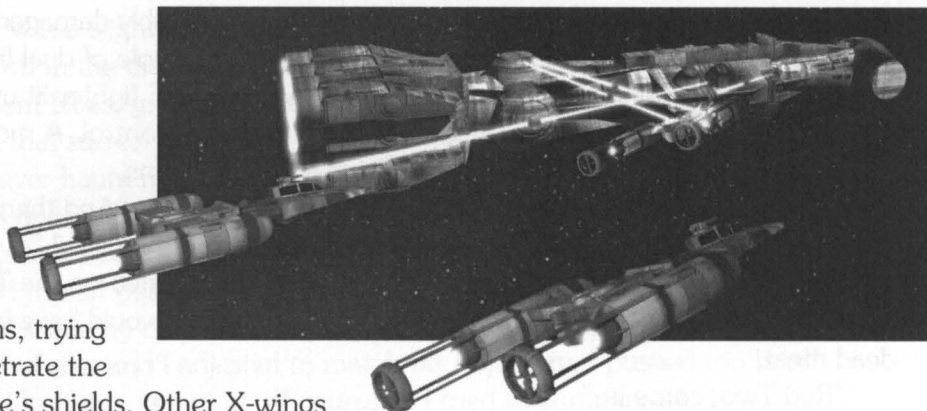
locations, trying
to penetrate the
Corvette's shields. Other X-wings
from Red Squadron were helping by targetting
the active guns.

I began weaving my way around the laser shots, heading in toward one of the gun emplacements. So far, it wasn't much different from the simulation drills. If you kept moving, the ship's lasers couldn't home in on you. Then a call came over the comm.

"Storm Leader to all units. Any of you X-wing jockeys got a spare R2? We need help here at the main air lock. Come in . . ."
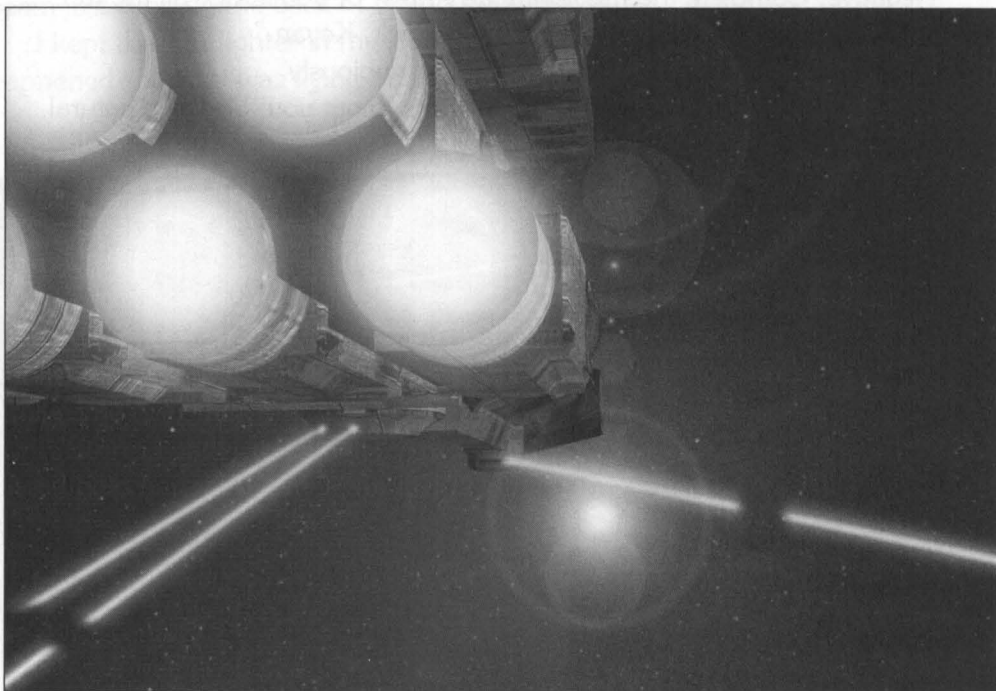
"Red Leader to Red Two. You hear that? Go on in, boy. Give the commandos a hand." Hamo was still watching out for me.

"Acknowledged," I called. "Red Two to Storm Leader. Where's the air lock? Come in, Storm Leader."

"This is Storm Leader. Red Two, come in along the belly, aft of amidships. You'll see our boarding craft jamming the hatch. You should be able to squeeze your X-wing around it. We'll meet you in the landing bay."

"I'm on my way, Storm Leader," I told him. I finished my pass at the gun emplacement, squeezing off three or four shots before I veered around the edge of the Corvette and circled under it.

The boarding craft was smoking, so it was easy to spot. I pulled up to the air lock, slowing my engines nearly to zero, and drifted past the boarding craft. I could see a gaping hole in the hull, and smoking fumes from burning metal poured out into the vacuum.

As I eased out of the cockpit, assault troopers began removing my R2 unit from its socket in the X-wing. I climbed down and saluted the officers who approached me.

"We've finally got this section secured," one of them told me. "We're trying to jam their gun computers. A few of the others have already gone forward to find the bridge."
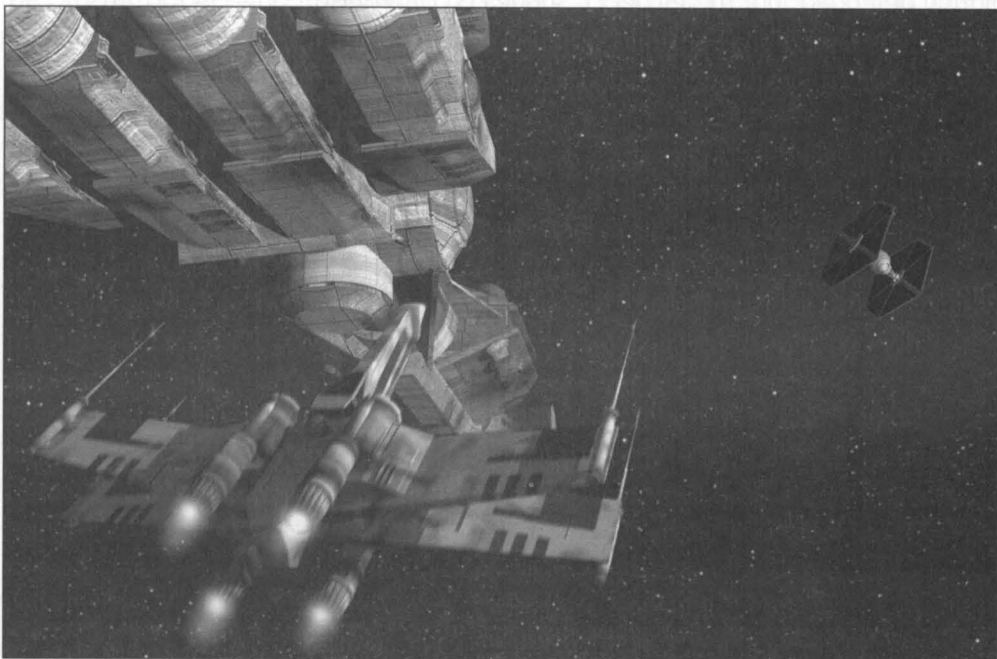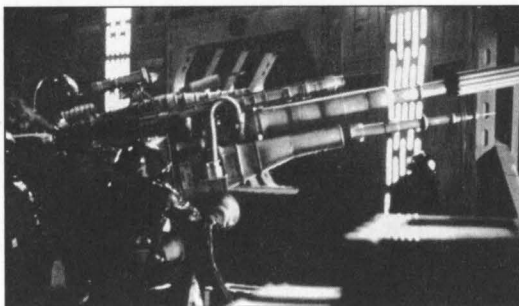
"What should I do?" I asked. I hadn't planned on boarding the *Talon*, although I had been briefed on some basics of the ship's layout.

"Take your R2 forward and see if you can help us jam the guns. This section has been cut off from the main defense computers. And while you're there, get anything that looks important and get back here. You've got 15 minutes."

Now I know if I had thought about it much, I would have been scared to death. I was scared, I'll admit that. But I was also excited. This was an adventure beyond even my own youthful daydreams. I forged ahead, the R2 guiding me with its characteristic beeps, pops, whines, and sproings. I didn't know what any of it meant, but the intent was generally to turn one way or the other at an intersection, and I got the idea quickly enough.

The corridors were mostly empty. Here and there, we passed the bodies of Imperial stormtroopers and Rebel assault commandos where heavy battles had apparently taken place. A few commandos passed, going in the opposite direction, or moving down side corridors. We had been told this ship would be lightly defended, but the evidence suggested otherwise.

The air was filled with an acrid smell. Blaster burn? The sight of the bodies deflated my excitement, but my R2 unit didn't seem to notice. I hurried to keep up.
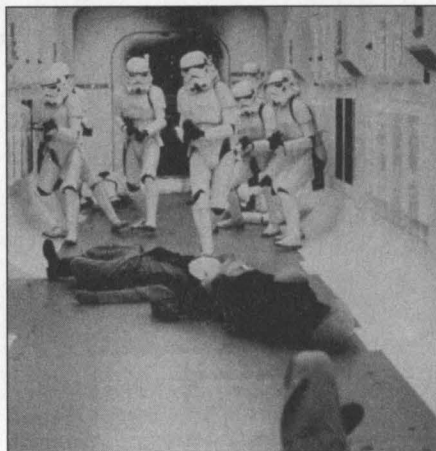
The Stormtrooper was waiting, his blaster pointed directly in my face as I hurried around a corner. I was surprised, but I think he was almost as surprised as me. He probably didn't expect anyone to blunder into him like that. Whatever the reason, he didn't shoot quickly enough, and I slashed upward with my arm, knocking the blaster from his gloved hand. A sharp pain lanced through my wrist as it contacted the hard ceramic armor, and my own blaster fell from my grip as I instinctively grabbed the painful area. The Stormtrooper reached out and took me by the throat.

He pushed me down on my back, my own blaster trapped beneath me, poking uselessly into my spine through the flight suit. I couldn't breathe, and I had no weapon. Fists were pretty useless against ceramic armor, and, though I tried to break his grip on my throat, I could do nothing. My vision was beginning to dim as I ran out of air. I was on the verge of unconsciousness.

Then the Stormtrooper shuddered violently, went stiff, and fell off me. His hands released their death grip and I inhaled a deep, gasping breath. Next to the Stormtrooper, who appeared to be dead or unconscious, my R2 unit was retracting a half-meter long shock probe.

Now I had never heard of a droid attacking a human like that, but I wasn't about to question it just then. All I could think of was that perhaps shocking the 'trooper wasn't technically harming him, just immobilizing him. Or perhaps someone had tinkered with this one. Or maybe it had been mistreated by Stormtroopers. Whatever the reason, it was clear that this apparently simple R2 unit was more than just a Navigation Droid. It was also a loyal companion.

"Thanks, R2," I said, when I had caught my breath again. The droid beeped a contented sound, or at least that's how I interpreted it. I got to my feet and ran onward.
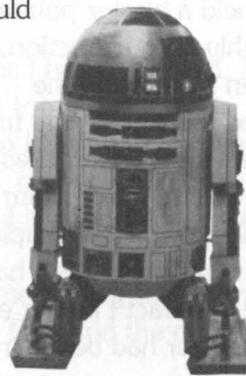
When I reached the bridge, it was a wreck. I quickly spotted roughly 10 dead Stormtroopers and at least half that many Rebel commandos. But now

the place was deserted. I began to search for anything that might be useful while the R2 linked with the command computer, first shutting down any external guns that were still active, then downloading information from the ship's memory banks.

I found nothing that looked important and was about to give up when I heard the muffled sound of a blaster being fired nearby. It came from behind a wall with no apparent doorway, but it was unmistakably the sound of a blaster. I suspected that there must be a doorway, even if I couldn't see it.

"R2?"
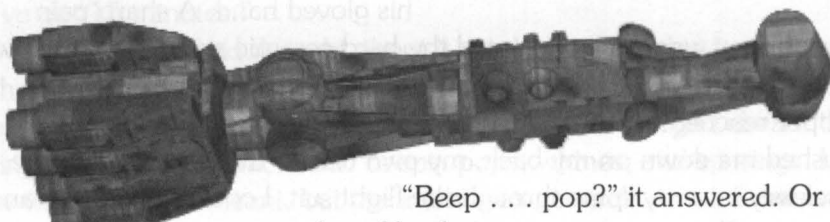
"Beep . . . pop?" it answered. Or something like that.

"I think there's a door or something over on that wall," I said. "Can you open it?"

The droid whistled a few more times, then the entire wall slid aside, revealing a secret room. Inside, there were burning holo disks everywhere. An older man in Imperial officer's uniform stood behind a large desk, his expression that of someone caught in the act. He held a blaster pointed roughly in my direction. When he saw me, he raised the blaster and fired. A heartbeat later, I fired my own blaster, hitting him square in the chest. He crumpled and fell behind the great desk.

It was only after I had fired that I realized two things. First, I was still alive—in fact I hadn't even been hit. Second, he hadn't been aiming at me. His blaster had been aimed at another pile of holo disks on the desk between him and me.

I ran cautiously over to see what had happened to him. It was immediately obvious that he was dead, his face frozen in a rictus of surprise. I felt weak. I had just killed a man, face to face. And he hadn't even been shooting at me. I
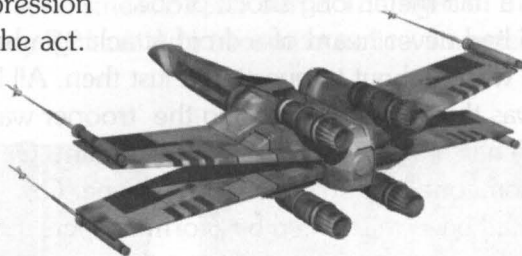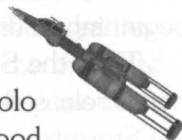
felt momentarily dizzy and had to clutch the edge of the desk to keep from falling. I had never killed a man before . . .

I realized suddenly that this was, in fact, the second man I had killed, the first being the pilot of the TIE fighter I had shot. Was it more noble or acceptable to shoot an enemy pilot, or to shoot an officer in cold blood? I found myself wondering what could be in these disks that he had thought was worth dying for.

I regained my composure and remembered that the commando in the air lock had given me 15 minutes. I didn't have much time left. I gathered all the holos I could find. Some were still undamaged; others were little more than slag, but I took them all and stuffed them into the pockets of my flight suit.

I took a last look at the man I had shot, and, as an afterthought, I took his ID badge. Perhaps it would be useful to know who he had been. I knew I would never forget him.

"Come on, R2. I think we got what we came for," I said after taking a deep breath. "Let's get out of here."

I ran from the bridge followed by the R2 unit who was emitting a solid stream of high-pitched whistles, pops, and sproings. I made my way back to the air lock and took off in my X-wing as soon as it was ready, saluting the commandos who were beginning their own evacuation.

"R2?" I called over the comm. "'Space us out of here. Let's go home."

✗ ✗ ✗

Of course I didn't know the importance of the holos I had recovered. And I think Mon Mothma and the other commanders made too much of my exploits. But who could complain? I got a promotion to Lieutenant, and made a lot of new friends. And I guess any group of loyalists, outnumbered and out-gunned, would try to boost morale by creating heroes. I just didn't really see myself as one.

It was what Mon Mothma told me privately about me having something to do with destiny and the Force that bothered me most. That and the dreams I was starting to have. But that's another story.

MISSION 6: FARLANDER'S FIRST MISSION
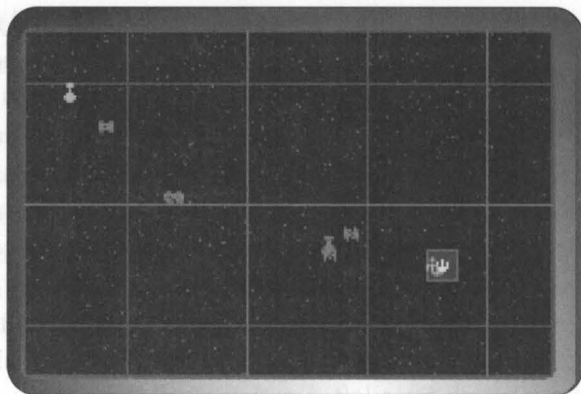
File Name: keyan

Mission Briefing

This mission will teach you the importance of teamwork in a complicated operation to capture secret Imperial documents.

Dafid's Training Objective

"Welcome back, *Lieutenant* Farlander. We've got another surprise for you. Your little adventure has become one of our training missions. And you get to fly it again!

"In this mission, you must realize the value of teamwork. Take care of your responsibilities and lend a hand to the others whenever possible. You won't be called upon to board the *Talon*, as Farlander was, but you will have an opportunity to reduce our losses, which were considerable on this mission. Try to secure the *Talon* first, then help out Blue Squadron and protect the *Liberator*."

Tactical Summary

As you begin this mission a furious battle will already have started between the Alliance Frigate *Liberator* and the Imperial Corvette *Talon*'s TIE escorts. Two groups of two TIE fighters will have remained with the *Talon*.
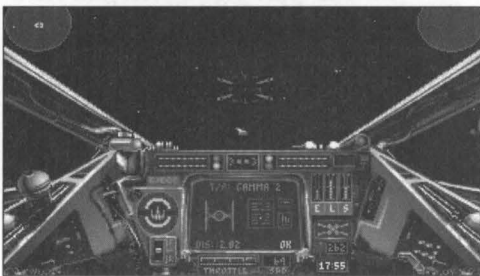
Heading for T/F Gamma 2.

Go to full throttle and query the CMD for the nearest TIE fighter as you head toward the *Talon*. Order your wingman to attack it and select the next one for yourself. Try to eliminate it on the first pass. As soon as possible, fire two or three torpedoes at the *Talon* to help bring down its shields and make the Y-wings' job
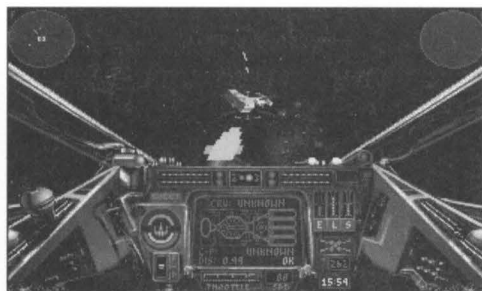
On the way to the Talon
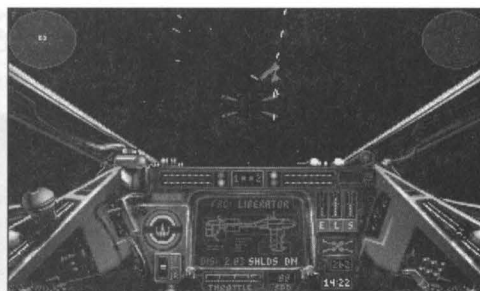
Helping out the Liberator

Getting a deflection shot at T/F Alpha 1
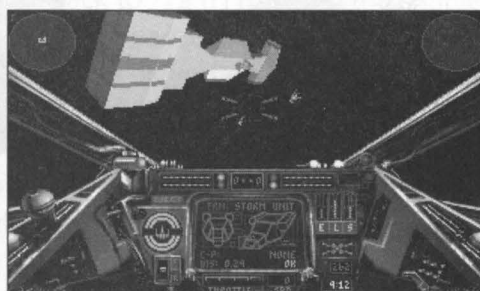
Guarding the Storm Unit

The Storm Unit *is done*

End of the mission

easier. Be careful not to destroy it! Proceed to eliminate the remaining TIE fighters as quickly as possible. Once the Corvette has been disabled, make a close fly by to ID it so the *Storm Unit* Commandos will enter.

If the area around the *Talon* is safe for the boarding party, you may wish to go to the assistance of the *Liberator* by engaging the remaining TIE bombers attacking it.

Win Conditions

T/F Gamma and T/F Delta must be destroyed. TRN *Storm Unit* must board CRV *Talon* and escape into hyperspace.

Y-WING HISTORICAL COMBAT MISSIONS

MISSION 1: COMMERCE RAID
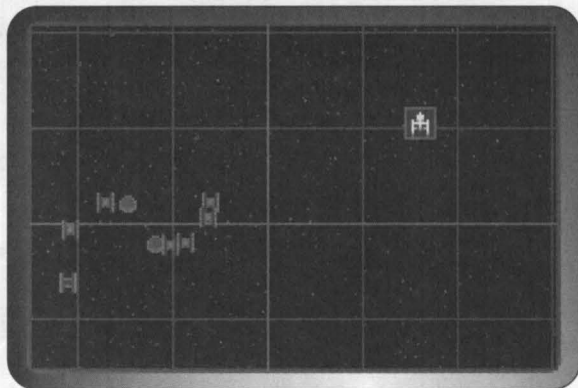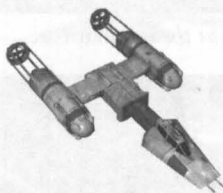
File Name: ywastem

Mission Briefing

In this mission you will learn to track and destroy enemy starfighters. Use all of the Y-wing's weapons to destroy as many Imperial craft as you can.

Dafid's Training Objective

"This is your first mission in a Y-wing, so I want you to pay attention to how your systems operate. Learn to use your targeting controls and your weapon systems. Just because you can fly an X-wing, doesn't mean you can hop into a Y-wing and know everything. Pay attention to your energy configuration and use it to control speed and firepower."

Tactical Summary

This is an easy mission because most of the Imperial craft aren't even moving. You will learn to assign targets to memory locations in the targeting computer, issue wingman commands, switch between weapon systems, and adjust speed to maximize firepower on a target.

   Use the normal mission start sequence. Cycle through the targets until you locate a freighter and order your wingman to attack it. Also, assign it to a memory location ((Shift)(F5)) and continue cycling to find the other freighter and assign it to a memory location ((Shift)(F6)) too. Freighters should be your first priority—they can escape, while the containers aren't going anywhere!

   As always, time is critical because Imperial reinforcements will be triggered by the destruction of the FRT *Banthar*. Switch to torpedoes and fire one at the nearest freighter. Now target containers and fire one torpedo

at each, saving at least one torpedo for later. By now you should be within cannon range of the nearest containers so switch to lasers and reduce speed to ¹/₃ ([I]). As you close on the freighter, try to destroy a few of the containers you've weakened with torpedoes. Now help your wingman finish off the freighter at ([F5]). As soon as you've done this, order him to attack the freighter at ([F6]) while you destroy containers.

When the shuttle arrives, go to full throttle and switch to torpedoes. Fire one at it as soon as you get a lock, then finish it off with lasers. If you've closed fairly rapidly you may need to reduce speed back to ¹/₃ ([I]). When the shuttle is gone increase throttle to full ([Backspace]) and head back towards whatever targets remain. Reduce throttle to ¹/₃ ([I]) again as you come within cannon range. As new freighters enter the area, order your wingman to attack them.

The Space Tugs aren't part of the mission's win conditions but they are easy to destroy, requiring only one shot each. Target them if you find them conveniently in your path. The Imperial Frigate should arrive just as you've cleared the area. This is a good time to leave unless you wish to engage the many TIE fighters it will launch. For more of a challenge, send your wingman home at the start of the mission and take out the first freighter as quickly as you can, using four torpedoes, then cannons to finish.

Win Conditions

Freighters *Banthar* and *Deddite*, Shuttle *Krayt*, and Container Lambda 3 must all be destroyed. Also, at least 50 percent of (each group) of container groups Lambda, Kappa and Iota must be destroyed.

Note: Containers Lambda, Kappa and Iota names should be *Chi*, *Psi*, and *Pi* respectively.
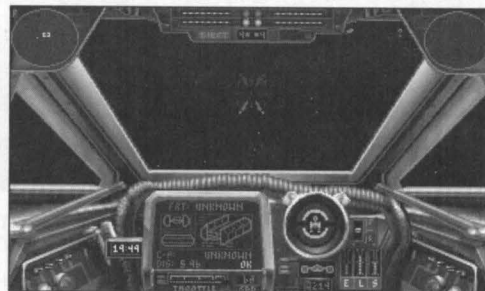
Targeting a freighter

The freighter's shields are down

Shoot down the shuttle

MISSION 2: Y-WING GUNNERY PRACTICE
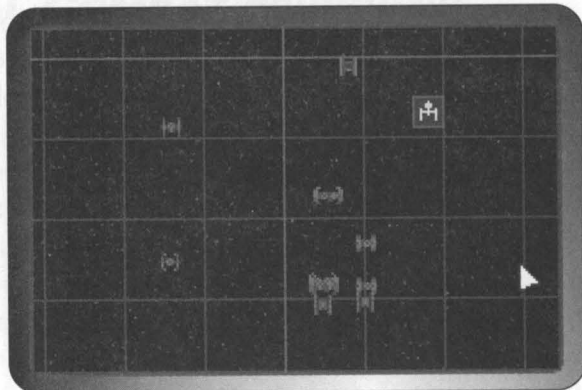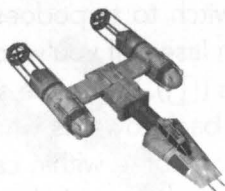
File Name: ywaistem

Mission Briefing

When Wedge Antilles discovered an Imperial testing base, we were able to send in a lone Y-wing to destroy the prototype starfighters there.

Dafid's Training Objective

"In this mission you will learn to track and destroy enemy starfighters. You won't have any torpedoes on this mission, so you'll have to learn to be efficient with your cannons. Most importantly, you'll be learning to use the targeting system to quickly locate the nearest enemy fighter. Many of the targets are moving, but none will be shooting back. You can take advantage of this to practice transferring shield energy to the cannons to keep them fully charged. Be aware when the Imperial reinforcements arrive because they will come in shooting!"

Tactical Summary

Use the normal mission start sequence with the following exception. Do not transfer any cannon energy to the shields. Query the CMD for the nearest fighter by pressing Ⓡ (a TIE bomber from group Eta) and note that it is over 3 klicks away. Therefore, turn to the right and attack the freighter you'll find there. As you close on the target, reduce speed to ¹/₃ (Ⓘ). Keep
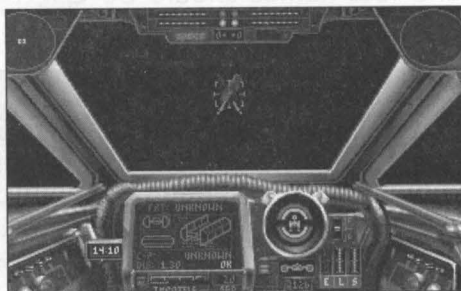
Head for the freighter.
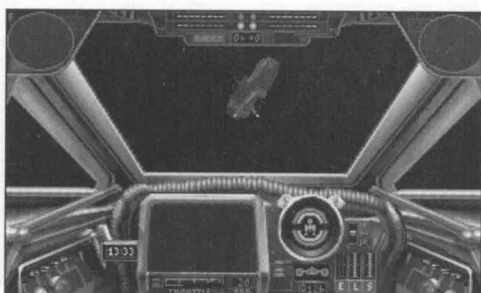
Keep shooting until the Freighter's destroyed.

Shoot the slow-moving Bombers.

an eye on the weapon status bar and be sure to transfer shield energy to the cannons (Shift F9 or ;) to keep them supercharged.

Once the freighter has been destroyed, query the CMD again and you will find the nearest TIE fighter. Go to full throttle and reduce shield recharge rate to normal in order to redirect power to the engines for more speed. Chase down and eliminate the target, but be careful with your speed as you close in because the fighter will be moving relatively slowly and you risk overshooting or colliding with it. As soon as you've destroyed it, query the CMD again. Now eliminate the moving TIEs that remain from Zeta, Eta, Theta, and Iota groups. At some point you should be near the containers and your query should target one of the stationary TIEs from groups Alpha, Beta, or Gamma. These are easy kills, but don't forget to slow down so you can get them all in one pass! Finally, you may go back to get the two containers before you hyper home.
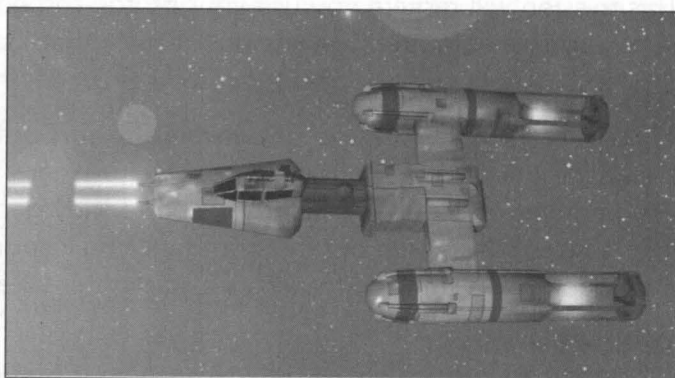
As usual, you can always stick around to engage the Imperial reinforcements when they arrive!

Win Conditions

TIE fighter groups Alpha, Gamma, Zeta, and Theta; TIE bomber groups Beta, Delta, and Eta; and TIE Interceptor group Iota must all be destroyed.

MISSION 3: S.O.S FROM CORVETTE KARINNE
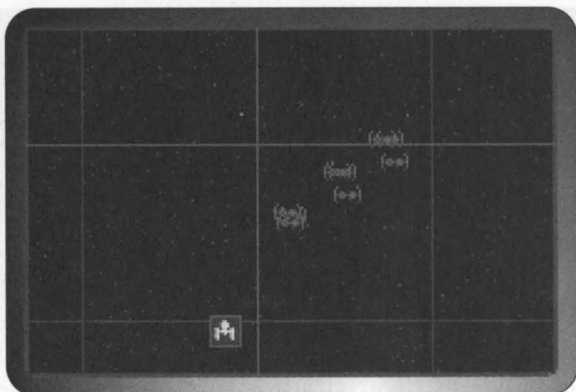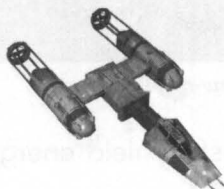
File Name: hello

Mission Briefing

This mission will require you use your proton torpedoes to stop an Imperial attack against a neutral Corvette.

Dafid's Training Objective

"TIE bombers can cause unbelievable amounts of destruction. You shouldn't even think about going out there where the real action is unless you know how to get the bombers before they get our ships! Learn to use your torpedoes to take out the bombers. You'll soon find out that acquiring a solid lock on a small craft such as a starfighter takes a very steady hand."

Tactical Summary

At the start of this mission, you drop out of hyperspace right behind an Imperial Star Destroyer! Don't panic, though, it will hyperspace out at once.

Use the normal mission start sequence. You will be attacked immediately by T/B groups Gamma and Beta, so begin evasive maneuvers at once! The TIE bombers will fire concussion missiles every chance they get and even a Y-wing's shields can't take too many of those! Try to kill at least two of these TIE bombers as quickly as possible, then redirect all cannon energy to the engines and go after T/B group
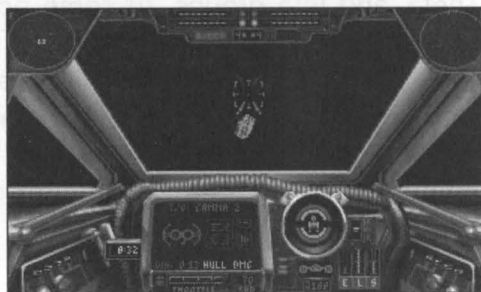
With hull damage, this bomber's a goner.
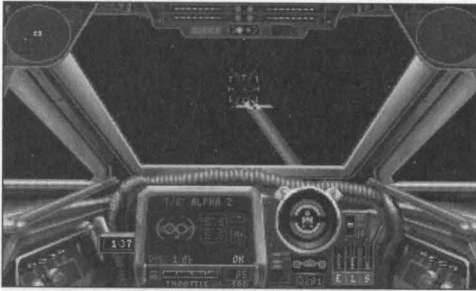
Torpedoes are effective against bombers.
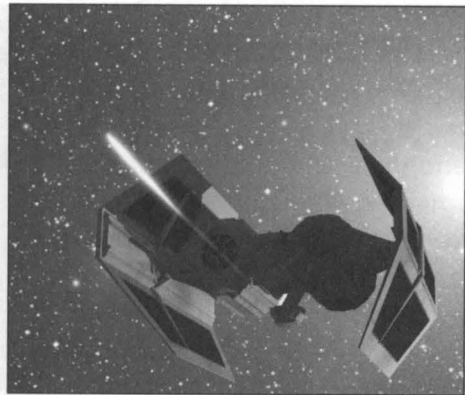
Alpha. These bombers are in pursuit of the Corvette and you must destroy them before they get within torpedo range. One salvo from all three and the *Karinne* is doomed. You will have to rely on your wingman to keep the others occupied while you chase down Alpha. Switch to torpedoes and fire as soon as you have a lock. (Note that non-player craft will not fire torpedoes at enemy starfighters, or missiles at other enemy craft.)

If your dogfighting skills are up to it you can eliminate all of Beta and Gamma before going after Alpha. You will have to be extremely quick, though. When you're done you'll need to redirect all cannon and shield energy to the engines for maximum speed in order to catch up to Alpha. This is OK because no one will be shooting at you now; they're all dead! Use torpedoes as above, then wait for the *Karinne* to hyperspace out.

Win Conditions

TIE fighter groups Alpha, Beta, and Gamma must all be destroyed. Corvette *Karinne* must survive.

Note: T/B Alpha and Beta's orders should be Attack FRTs (Corvettes are considered the same as Freighters for this order.) CRV *Karinne*'s order should be Starship Fly Once.

MISSION 4: PRISONERS FROM KESSEL
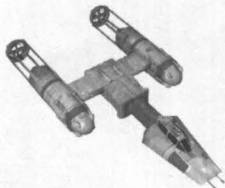
File Name: max7
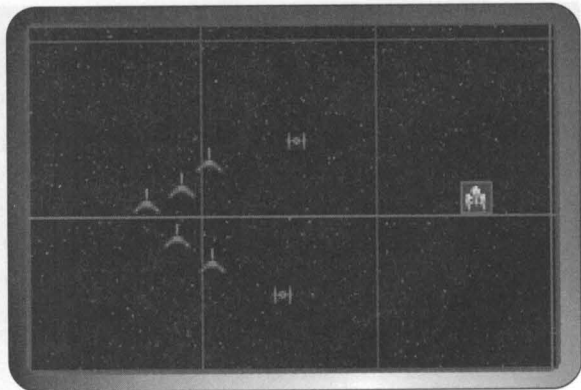
Mission Briefing

In this mission you learn to quickly identify and disable enemy craft. Then you will defend Allied forces while they board these ships to seize their cargo.

Dafid's Training Objective

"The Alliance often uses Y-wings to disable ships we want to preserve for one reason or another. You may be called upon to use your ion cannons during such a mission. In this mission you will assist in the rescue of Rebel P.O.W.s. Use your ion cannons to disable the Imperial Shuttles as quickly as possible. You will learn that ion cannons require quite different gunnery skills than laser cannons. This is because the ion blasts travel much slower than lasers. Your targeting computer allows for this, but it still takes some practice to get used to it."

Tactical Summary

Use the normal mission start sequence. Your wingman will probably kill the two escorts before you can get to them. If so, proceed after the shuttles. Switch to ion cannons and slow to ¹/₃ ([I]) throttle when you get within 0.5 klick because the shuttles are moving quite slowly. Start shooting as soon as you have a green target box. Continue until all the shuttles are disabled.
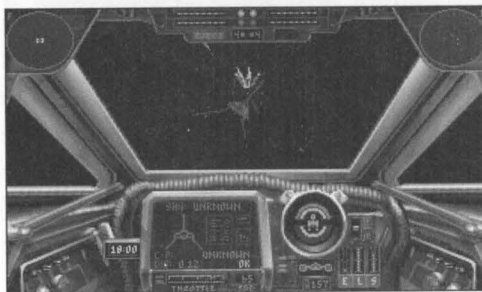
You should have noticed that a group of three TIE Interceptors

Disable the shuttles.
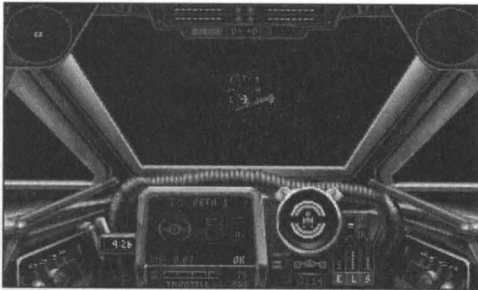
Get to the Interceptors quickly.

launched from the Star Destroyer shortly after the start of the mission. You should now proceed at top speed to intercept them. Make sure you have full shields and cannons, then set shield and cannon recharge rates to normal. Switch to torpedoes and fire one at the closest approaching TIE. Switch to lasers and engage the others. As soon you eliminate these TIEs, the Star Destroyer will launch another wave. Engage and destroy this wave and another that follows. By the time you have done this, the Rescue Shuttles should have made it into hyperspace so you can leave, too.

Design note: The AI for non-player Y-wings doesn't allow for them to switch weapons appropriately. If they have to disable anything they are "stuck" with ion cannons for the entire mission. Yes, it does look silly to be dogfighting with ion cannons!

Win Conditions

SHU *Rescue 1* must board SHU 249, SHU *Rescue 2* must board SHU 227, SHU *Rescue 3* must board SHU 247, SHU *Rescue 4* must board SHU 224, SHU *Rescue 5* must board SHU 213. All Rescue Shuttles must survive.
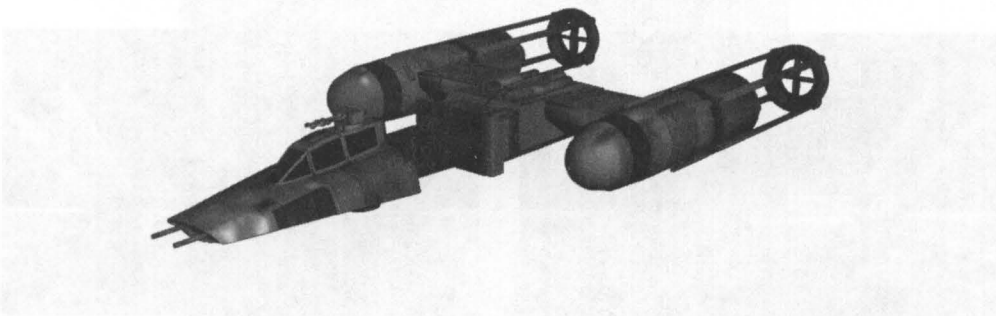
MISSION 5: ESCAPE FROM MYTUS VII
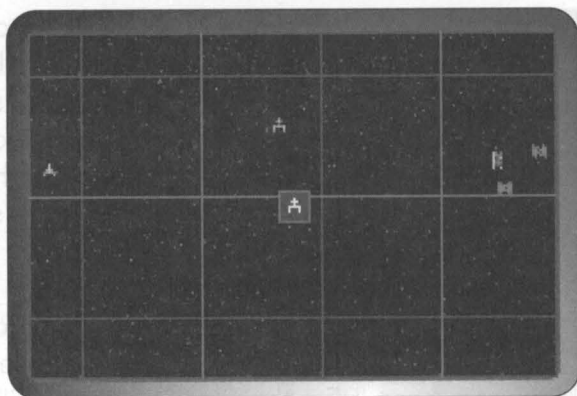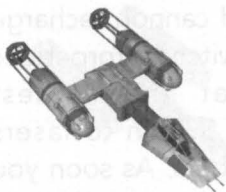
File Name: wyresc2

Mission Briefing

This mission shows why the Y-wing is considered the most versatile starfighter in the Galaxy. You'll learn to escort Alliance ships while engaging Imperial forces.

Dafid's Training Objective

"The Y-wing is well stocked with firepower. Use it and use it wisely. Get in the habit of switching from torpedoes to cannons as the situation requires. You're on escort duty, so keep those ships protected and alive. Don't let anybody shoot them."

Tactical Summary

Use the normal mission start sequence. Target the transport and switch to torpedoes. Select dual-fire mode, and as you close, the targeting computer will register a lock on the target, but don't fire any torpedoes from this angle! You will notice that the transport is shielded by the sides of the freighter. The transport will need three minutes to successfully board the
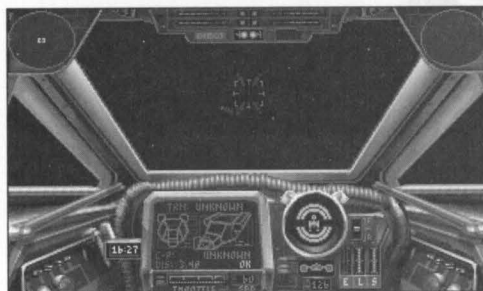
Target the Transport, but don't shoot yet.
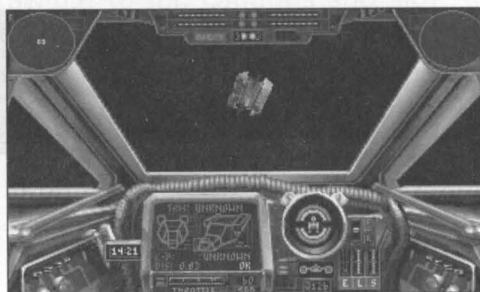
Angle into position to get the Transport.

freighter, so switch back to lasers and query the CMD for the nearest enemy fighter. Try to kill at least one as you pass by on your way towards the freighter. Switch back to torpedoes and maneuver for a shot at either end of the transport. Note that it is docked and stationary so you don't have to wait for the red lock-on signal. Instead, just a few seconds of yellow or even

Now guard the Freighter.

a point-blank shot will do the trick. Now get back to the TIE Fighters and destroy them all.
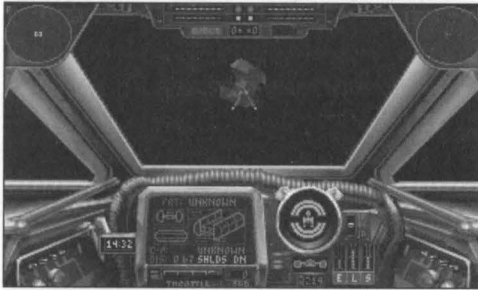
An Imperial Frigate will appear two minutes after you attack the transport and begin launching TIE fighters and more transports. The Rebel Shuttle *Mercy* will have docked with the freighter by this time, and you must stop the transports before they can interfere

with the rescue. Note that there are a total of three enemy transports and each will require two torpedoes to kill. After you have eliminated these, switch back to lasers and finish off the TIE Fighters. As soon as the *Mercy* makes it into hyperspace, you'll get the Mission Complete message.

Win Conditions

SHU Mercy must board FRT *Hampton* and then survive. TRNs *Omicron 1, 2,* and *3* must all be destroyed.
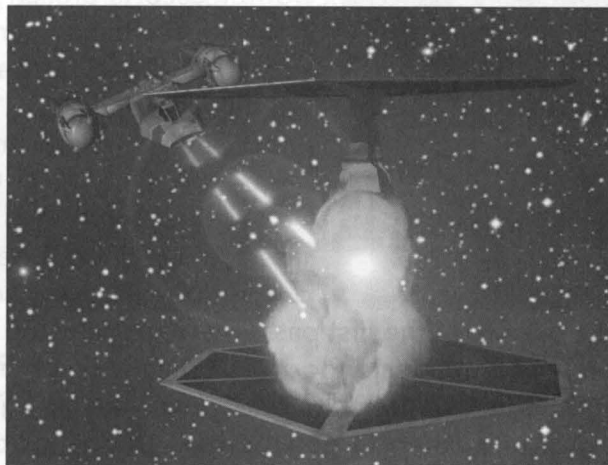
MISSION 6: INTERCEPTION AND CAPTURE
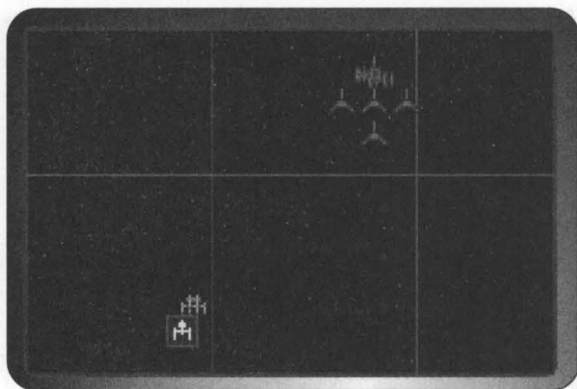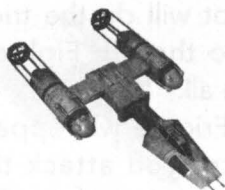
File Name: ackbar

Mission Briefing

This mission recreates one of the most dramatic moments in Alliance history. You will play a critiical role in the rescue of the great Mon Calamari Admiral Ackbar.

Dafid's Training Objective

"This is your 'final exam' for the Y-wing. You'll need to use pretty much all your skills, particularly your ability to identify and disable a ship, then protect the other mission participants until they complete their jobs. You'll have to move quickly and efficiently to find Ackbar's Shuttle in time, then destroy anyone who tries to attack it or the *Hasti*."

Tactical Summary
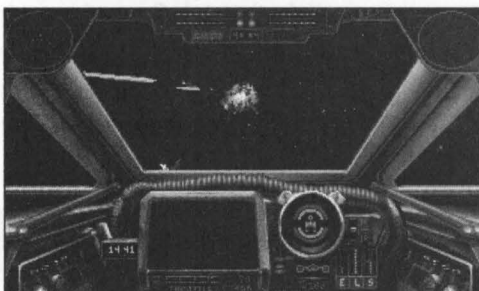
Try to get a TIE or two on the first pass.

Five Imperial Shuttles with TIE fighter escorts are en route to the Frigate *Vehemence*. One of them is carrying the Calamarian leader Ackbar.

Use the normal mission start sequence. Query the CMD for the nearest TIE fighter and engage with lasers. This fighter is part of a group of three, so if your marksmanship is good you can take out two in the first pass. Try to get as many as you can as quickly as possible, but don't waste too much time chasing them around.

Target the first shuttle and switch to torpedoes. Fire a single torpedo as soon as you have a lock, then target the next. Proceed to launch one
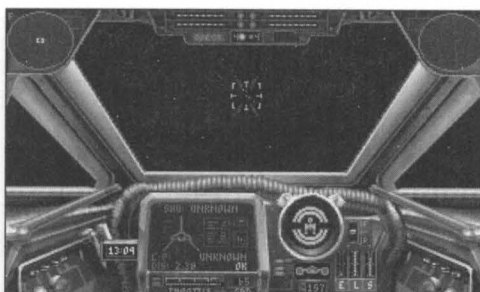
Use one torpedo per Shuttle to weaken them.
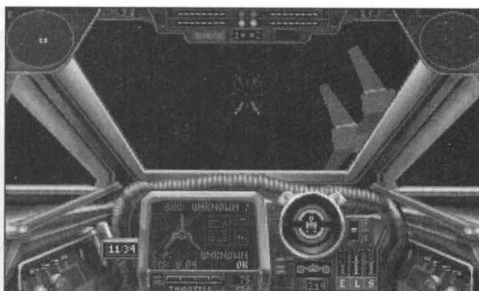
Then fly close to ID the Shuttles.

torpedo per shuttle, then switch to ion cannons. Select dual-fire mode and make sure they are fully charged. Now carefully close in on the shuttles to

When you find Ackbar, use ion cannons.

identify them. This will require getting very close, so try to adjust your speed accordingly and be careful.

When you have identified the shuttle carrying Ackbar, use your ion cannons to disable it. This should only require two or three shots. The Rebel Shuttle *Hasti* will have arrived and should be attempting to dock. Your job now is to protect it. Stay nearby and eliminate any TIE Fighters that come close. (Watch for T/F Gamma, in particular, since its primary target is the *Hasti*.) When the *Hasti* escapes into hyperspace, the mission is complete and you can hyper out yourself.

*** SPOILER ***

SHU *Epsilon* 5 is always the one carrying Ackbar, and it is always in the same position on the target list in the CMD.

Win Conditions
SHU *Hasti* must board SHU *Epsilon* 5 and then survive.

A-WING HISTORICAL COMBAT MISSIONS

MISSION 1: REPAIR DEPOT RAID
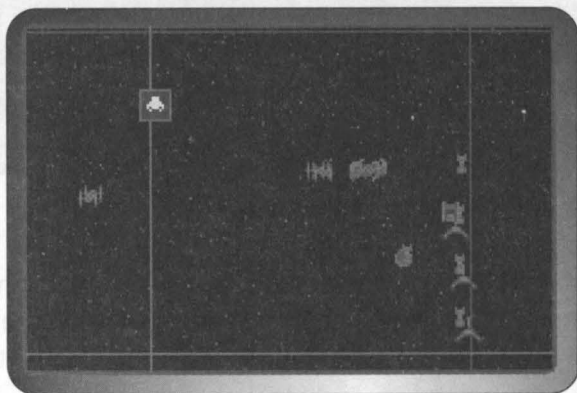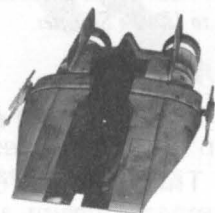
File Name: awaistem

Mission Briefing

This mission will familiarize you with the A-wing fighter. You will learn to configure your power system, use your targeting system and fire your lasers.

Dafid's Training Objective

"The A-wing is the fastest 'fighter in our fleet. Learn to fly it with respect for its advantages. Get used to the thrust and weapons controls. By the time you finish this mission, you should be ready for something a little more challenging."

Tactical Summary

There are no defenses to trouble you at the start of this mission. Take your time as you methodically destroy all Imperial craft in the area. The Empire's response will come too late to stop you.

Target the bombers first

When you drop out of hyperspace you will find the Repair Dock directly ahead. (It is really two stationary freighters placed together.) Ignore it for now and query the CMD for the nearest enemy fighter. This will be one of seven stationary TIE bombers. Lower your speed to ¹/₃ ($\boxed{\text{[}}$) as you approach them.
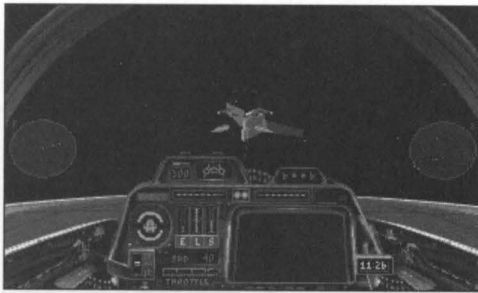
Target the nearest shuttle
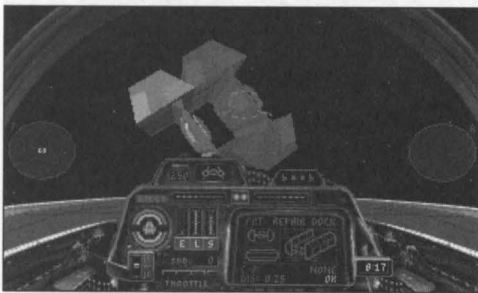
The Repair Dock

When you are about ¹/₂ klick away lower your speed to zero ⟨\⟩ and finish them off.

Query the CMD again and throttle up to ¹/₃ (⟨[⟩) as you head toward the group of three stationary TIE Fighters. After these are destroyed, query the CMD again and throttle up to full power (⟨Backspace⟩) to chase after T/F Delta. This is a group of two TIE fighters that will attempt to evade your attack. They are unarmed and will not fire back.

These were the last of the fighters so point back at the Repair Dock and lower your throttle back to ¹/₃ (⟨[⟩). Target the nearest shuttle (there are three in all) and work your way through these, then the five transports. Cycle forward on the CMD to locate the first of two Space Tugs. These are very small and hard to hit.

Finally, cycle forward again to target the first half of the Repair Dock. Lower your speed to zero (⟨\⟩) and fire away until it blows up. Be sure to transfer shield energy to the lasers as needed to keep them supercharged. For the last part of the Repair Dock switch to concussion missiles and dual-fire them all into the Dock. Switch back to lasers to finish it off and hyperspace home.

- If you're feeling bold, stick around for the arrival of the Imperial Frigate *Virulence* and its TIE Interceptors.
- If you're really bold, attack the upper half of the repair dock as soon as you enter the area!

Win Conditions
All enemy craft must be destroyed *except* Space Tug T-34, the FRG *Virulence* and T/I Zeta.

MISSION 2: AGGRESSOR SQUADRON TRAINING
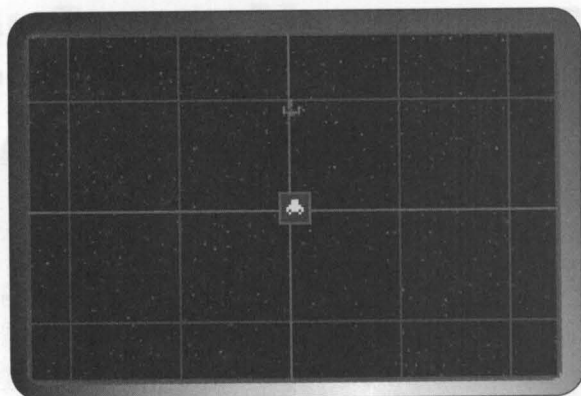
File Name: waaggr1

Mission Briefing:

In this mission you will learn respect for the speed and maneuverability of the A-wing 'fighter by flying against Rebel Starfighters!

Dafid's Training Objective

"This time you get to test your A-wing against our own 'fighters. Not only will you learn about the speed and maneuverability of the A-wing, but you'll take on a series of simulated pilots ranging from Novice to Top Ace. Don't take any of them for granted. You can get shot just as dead when there's a moron at the helm as when there's a genius."

Tactical Summary

This a pure dogfighting exercise. The "enemy" 'fighters enter one at a time, first an X-wing, then a minute later a Y-wing, then another minute later an A-wing. As each is "destroyed" it will be replaced by another. Each replacement is more skilled than the last. There are 15 in all, but you will
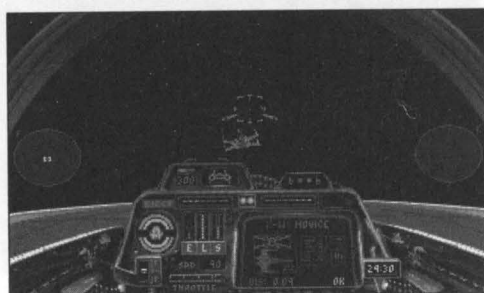
Shoot Novices quickly before others arrive.
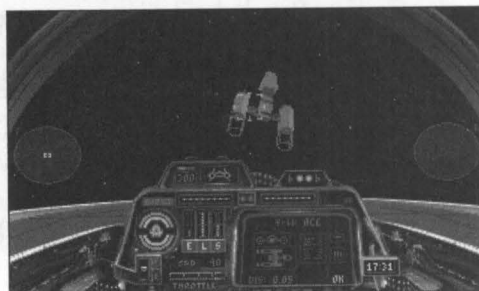
On the tail of this Y-wing; he's finished.

Get the A-W Top Aces; they'll fire missiles.

never have to deal with more than three at once.

Query the CMD to locate the first X-wing and engage with lasers. Save your torpedoes to use against the Ace and Top Ace level X-wings and Y-wings.

Beware of the Novice level enemies, as they will make head-on passes at you. If you aren't quick to evade, they will collide with you! Whenever you have more than one attacker at a time, target the A-wing first. These are the fastest and deadliest in a dogfight and they have concussion missiles! The concussion missiles are the greatest danger. When the Ace and Top Ace X- and Y-wings arrive, switch to torpedoes and select dual-fire. This is the quickest way to eliminate them.

Win Conditions

All "enemy" craft must be destroyed *except* those flown by Novice and Officer level pilots.

MISSION 3: INTERCEPT TIE BOMBER RUN
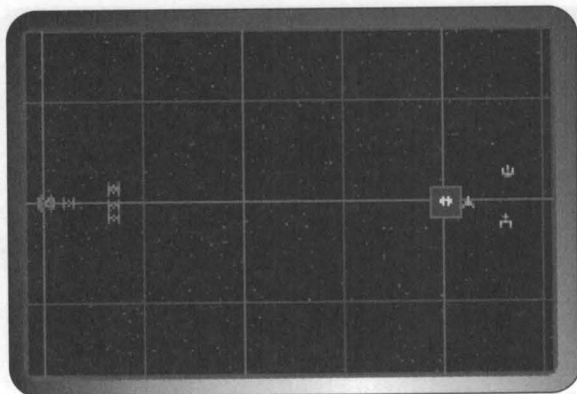
File Name: max2

Mission Briefing

This mission highlights the A-wing's superior interception capabilities. You will learn to employ concussion missiles against incoming TIE bombers.

Dafid's Training Objective

"Learn to use all that speed to some advantage. You've got to protect the *Maria* from the TIE bombers. Get used to it. If you ever see any real action, TIE bombers are going to be one of your main problems. Practice here to find the solution. If you don't, a lot of our people are going to suffer. Don't let me down."

Tactical Summary

The Star Destroyer *Malice* has chanced upon the Alliance Shuttle *Maria* undergoing emergency repairs and has launched an assault wave of seven TIE Fighters and three TIE bombers. The *Malice* will leave the scene, but will return later for the TIEs. An X-wing and a Y-wing will remain near the shuttle while you move to intercept the attacking TIEs. The TIE bombers are
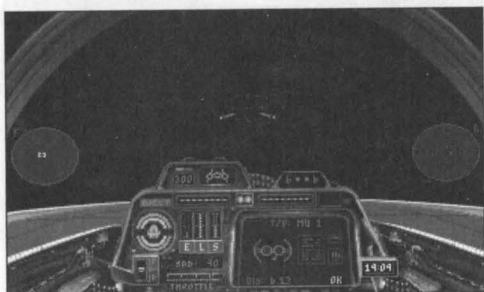
Move out to meet T/B Mu 1.

T/B Mu 2 is about to go.

Head on at the TIE Fighter.

the greatest threat. You must stop them before they get close enough to use their missiles against the *Maria*.

Go to full throttle (Backspace) and switch to missiles as you head toward the nearest attacking TIE fighter (T/F Alpha 1 at about 11 klicks). Cycle through your targets in the CMD and assign the TIE bombers and T/F Alpha 3 to memory locations (Shift F5 F8). (Alpha 3 is the close escort for the bombers.) As soon as this is done query the CMD for the nearest enemy (R) and fire your first missile as soon as you have a lock on. Next, switch back to lasers and fire a few blasts at his wingman as you pass. This will cause the enemy fighters to break off their attack run to engage you.

Target T/F Alpha 3 (F8) so that you can evade his attack. Now, return to missile mode and call up T/B Mu 1 (F5). Launch as soon as lock on is made and proceed in similar fashion to eliminate T/B Mu 2 and 3. You should then mop up the remaining TIE Fighters. If you're quick, you can get them all by yourself! When the *Maria* is repaired and makes it into hyperspace you are done (about six and a half minutes).

Or try this: Transfer all cannon energy to shields right at the start, then lower cannon recharge rates to zero and race full throttle for the bombers. Finish them quickly with missiles, then mop up afterward.

Win Conditions

TIE bomber Group Mu must be destroyed and Shuttle *Maria* must make it into hyperspace.
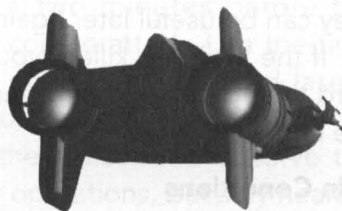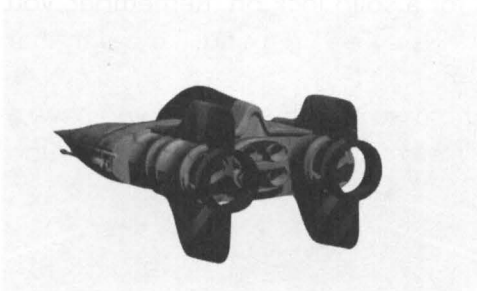
MISSION 4: ATTACK RUN ON FREIGHTERS
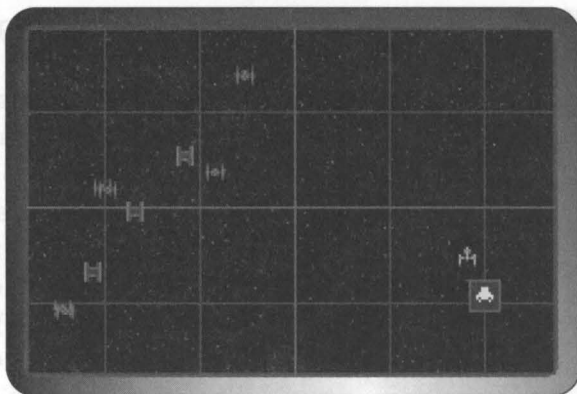
File Name: convoy2

Mission Briefing

In this mission you will learn to escort and support Y-wings while on a Torpedo Attack Run against a convoy of Imperial Supply Freighters.

Dafid's Training Objective

"Everyone out there is a team player. If you're not, you should go home now. Protect the Y-wing or the mission is a failure. Of course, the best way to protect him is to get rid of all his enemies as fast as possible. If you learn anything in this mission, it's how to destroy TIEs—fast!"

Tactical Summary

You are part of a composite strike team combining the speed and agility of the A-wing with the strength and firepower of the Y-wing. There are eight TIE fighters escorting three freighters.

Engage and destroy the TIE fighters as quickly as possible to keep the Y-wing safe. Use missiles when the target is more than one klick away, but switch to lasers when in close. TIE fighters only take two supercharged laser blasts; this is much quicker than waiting for a solid lock on. Remember, you have 12 missiles, so don't worry if a few miss. Keep in mind, however, that they can be useful later against the freighters.

If the Y-wing is killed, you have lost the mission. Therefore, if you have a hard time protecting him, send him home at the start of the mission and do the entire job yourself!

Win Conditions

All three freighters must be destroyed.

MISSION 5: PROTECT RETURNING STARFIGHTERS
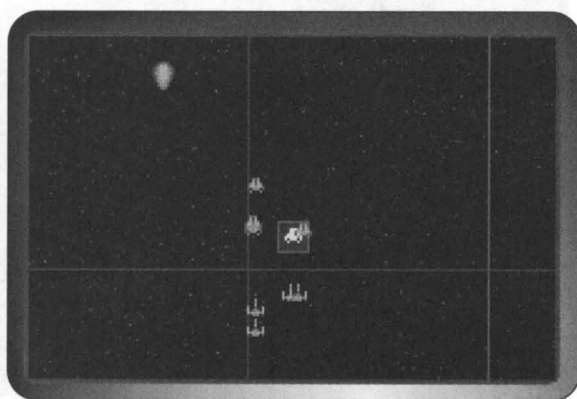
File Name: max15

Mission Briefing

This mission emphasizes the importance of protecting vulnerable Rebel 'fighters as they return from a combat mission.

Dafid's Training Objective

"The A-wing carries a full load of missiles. This is where you're going to learn to use them effectively. Learn to lock on early, fire, and move on to the next target. Otherwise, your friends are going to be dead meat! Also, don't try to do everything yourself. You've got a good wingman with you. Assess the situation and distribute your forces."

Tactical Summary

You have been sent to fly area security while the cruiser *Cathleen* recovers her starfighters and other craft. These ships have just conducted a raid against Imperial shipping and are battle weary and low on energy. They will make for the safety of the *Cathleen* as quickly as they can.
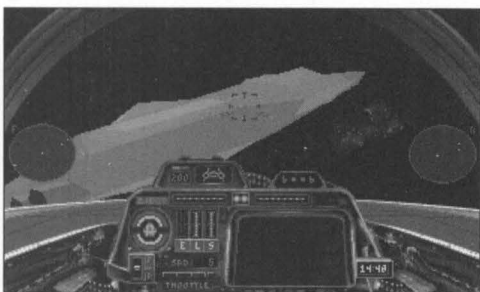
The Calamarian cruiser Cathleen

As you drop out of hyperspace hold course and give a look around. You have two minutes before the Imperial counterattack. Use the time to build up your shields and lasers. While you're waiting, you may fly around the cruiser and observe the recovery operations, but stay nearby.

The Imperial Frigate *Terminator* will drop out of hyperspace about 8
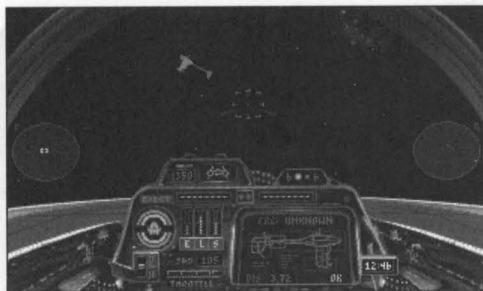
Head toward the Imperial frigate.
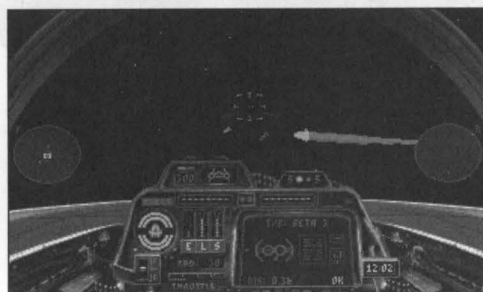
Shoot the T/Bs with missiles.

klicks off the port (left) side of the *Cathleen*. A six-ship group of TIE bombers will be launched; the frigate will then hyperspace away. The frigate is no match for a Calamari Cruiser, but the TIE bombers will cause a lot of damage if left unchallenged.

Use the targeting system to select targets for your wingman and give him the attack order. Your concussion missiles are the best choice for intercepting the bombers as quickly as possible.

Stay alert for the reappearance of the *Terminator* on the starboard (right) side of the *Cathleen*. Whenever an Imperial capital ship launches TIEs and then leaves, you can bet it's coming back.

If you haven't wiped out the first attack wave by now, you are in trouble! You will have to disengage to go after the next group of six TIE bombers coming from the frigate. Continue to order your wingman to attack targets in the first wave while you attack the second.

Keep in mind that there are only 12 TIE bombers and you have twelve concussion missiles. You should be able to stop them all yourself. This is what makes the A-wing such a deadly interceptor . . . even better than the X-wing!

As the friendly ships arrive to be recovered, keep an eye out for X-wing Gold 4. This is the last ship that will be returning and is usually the one the Imperials manage to kill. If you have been successful, you may wish to finish exploring the cruiser in High Detail, but make sure you aren't in the way when she hyperspaces out!

Win Conditions
X-wing Gold 1-4, A-wing Blue 5,8 and 9, and Shuttle Blue 1 and 2 must all return to the cruiser *Cathleen*.

MISSION 6: DEEP SPACE RECONNAISSANCE
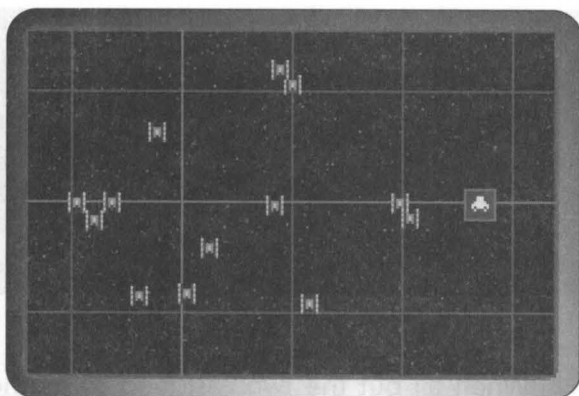
File Name: warecon1

Mission Briefing

In this mission you will learn the value of the A-wing's speed and special sensors for deep-space reconnaissance missions.

Dafid's Training Objective

"Reconnaissance is the A-wing's forté, my friends. Use your speed and maneuverability to identify enemy craft. Then use your firepower and dogfighting skills to eliminate any opposition that shows up. Put all your skills to work and you'll be ready for real A-wing action!"

Tactical Summary

Thirteen containers are strewn across space and a nasty surprise is waiting for you! Cycle backward on the CMD (Y)to target the last container and assign it a memory location (Shift F5). Cycle back once again and assign this container a memory location (Shift F6). Continue to cycle through the targets in reverse order, but make a close fly by of each from now on to ID it before proceeding to the next target.
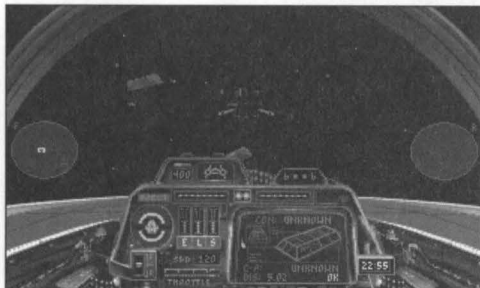
Head for the containers.

Come close to ID the container.
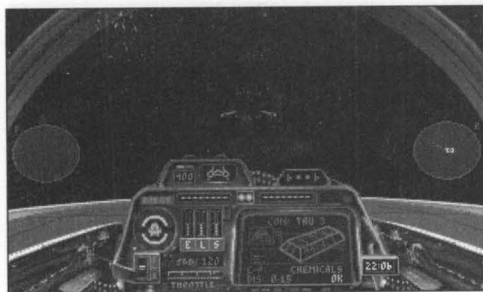
Tau 3 is carrying chemicals.

Get on the T/I's tail and he's as good as gone.

When all but the two assigned to memory have been ID-ed, recall the first of these ([F5]) and ID it. This will cause a trio of TIE Fighters (group Beta) to come out and attack you. Engage and destroy them as quickly as possible. When these have been eliminated, ID the last container. Another trio of TIE Fighters will come out; then the Imperial Frigate *Merciless* will arrive and start launching waves of TIE Fighters. Destroy T/F Alpha as quickly as you can, then leave.

The destruction of T/F Alpha and Beta will trigger the creation of two additional groups of Top Ace level TIE Interceptors so don't hang around unless you're up for a serious challenge!

Win Conditions

All containers must be identified and T/F groups Alpha and Beta must be destroyed.

> **Note:** T/I Sigma's mother ship is wrong. It should be FG 14 (the FRG) not FG 9 (a CON). This doesn't affect the mission, it just looks strange.
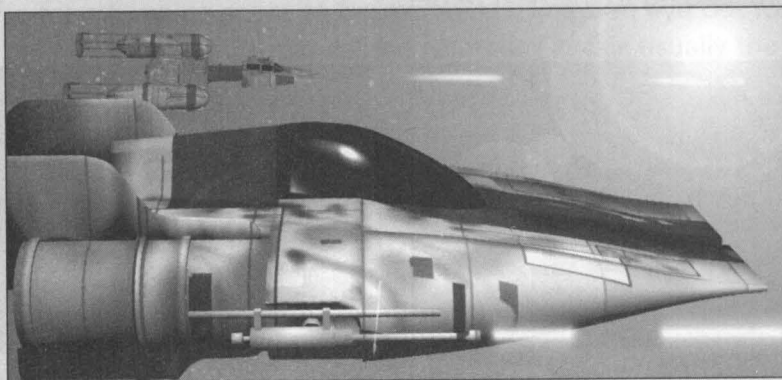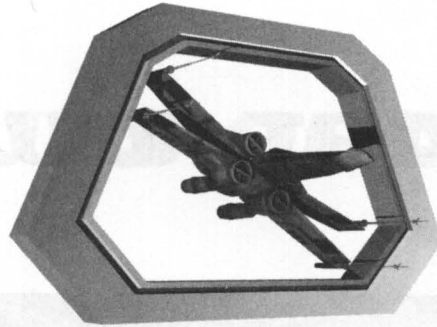
PART FOUR

PART FOUR
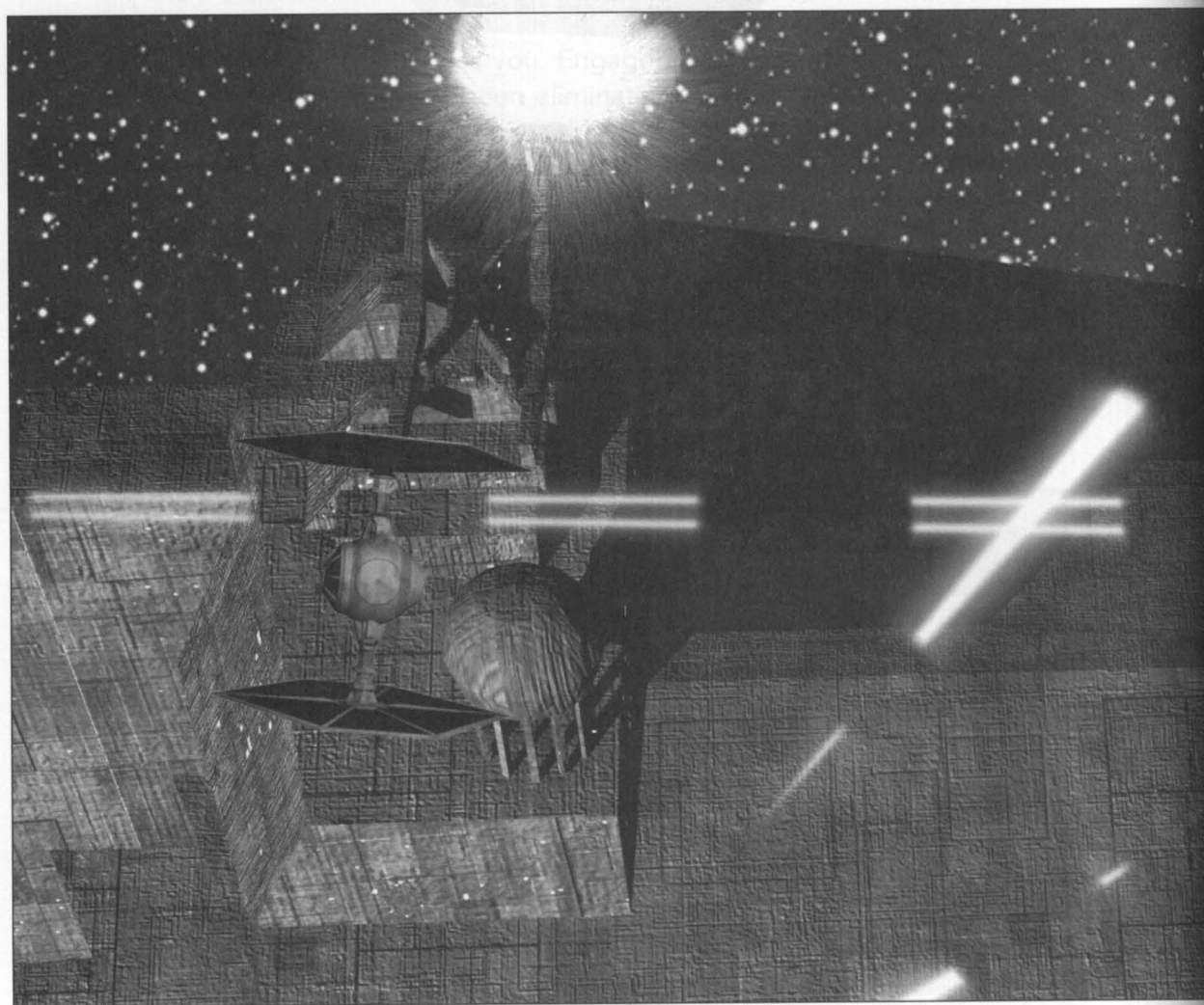
TOURS OF DUTY
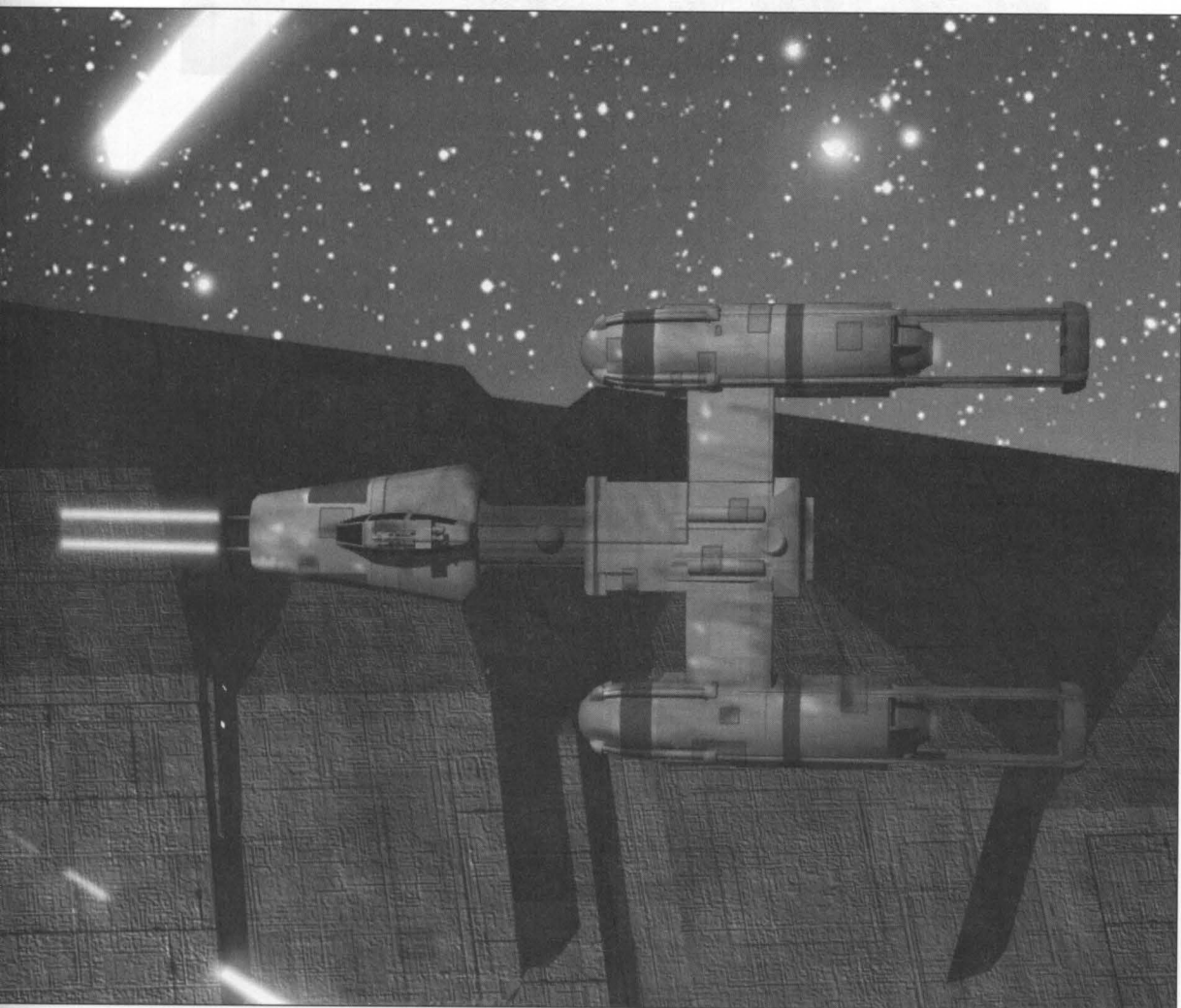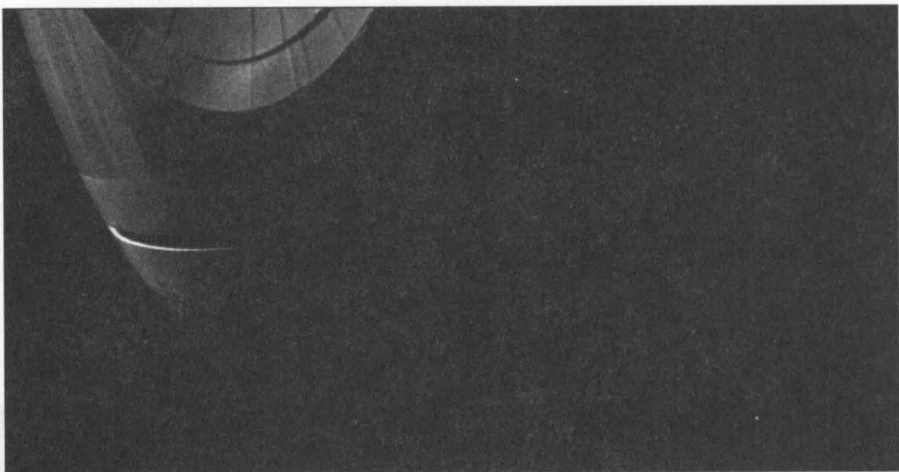
That's no moon. It's a space station.
— Obi-Wan Kenobi

PART FOUR - 1
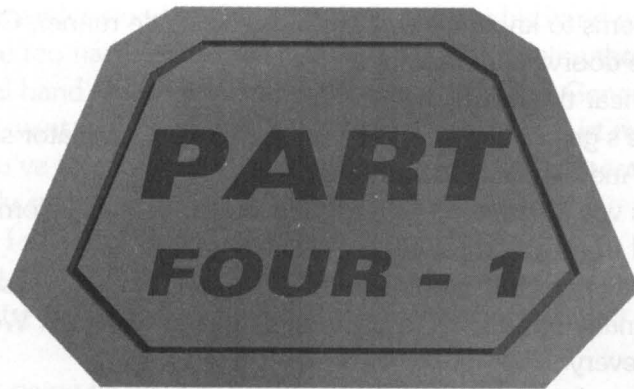
TOUR OF DUTY #1—A NEW ALLY

I had just completed the last of the A-wing historical training missions. I was climbing out of the cockpit of the simulator when Commander Dafid called me on the comm.

"Farlander. Report to my office. Dafid out."

Jan-lo was nearby. She had been going through the training with me, though I had the idea she would be going into intelligence training before long. She gave me one of those looks. You know, like, "Uh oh. What did you do now?" I just shrugged. I had no idea what "TIE-die" wanted me for. Jan-lo offered an encouraging thumbs-up and entered the simulator.

I walked along the row of simulator pods and turned left. Dafid's office was just down the hall from the simulator room, and as I approached I noticed someone standing in his doorway facing into the office. I could only see the back of the man, but his bearing was very military and from his shoulder insignia, I could see he was a Lieutenant Commander. I slowed my pace to see if I could overhear what they were saying. Best to go in as prepared as possible.

". . . he seems to know his way around a blockade runner, Commander," the man in the doorway was saying.

I couldn't hear the reply.

"I know he's green. But you said yourself that his simulator scores were near perfect. And General Dodonna himself . . ."

The man's voice trailed off as a slightly louder, but still incomprehensible, reply emerged from within the room.

"With all due respect," continued the first man, "we could use his help. There are so many operations in planning stages at this time. Well . . . we can't wait for every . . ."

The man was interrupted as a voice bellowed from inside the room. "Farlander! Where are you? Get in here. Now!"

By now only a few meters away, I spoke up. "I'm here, sir." As I walked up to the door, the man standing there turned. I didn't recognize him, but that was nothing to be surprised at. There were thousands of people aboard the *Independence*.

"You're Keyan Farlander?" asked the man, sounding a little dubious.

"Sir!" I saluted crisply and stood at attention. Rebel officers were pretty lax about such things generally, but I thought this officer would appreciate the gesture.

"At ease, Lieutenant. Relax." The man smiled, seemingly at some private joke. He didn't look like a man who smiled often. "Commander Dafid tells me you aren't ready for active duty yet. What do you think, Lieutenant?"

He was asking my opinion? "I think whatever the Commander says is probably true, sir."

"Listen, Farlander . . ." The man hesitated a moment, then turned back to Dafid. "I'm just the envoy, anyway, Dafid," he said. "General Dodonna seems to want this pilot in service as soon as possible. Don't ask me why." Turning back to me and giving me a sort of skeptical look, he added, "Have you completed historical simulator training?"

"Yes, sir. But . . ."

The man held up his hand to stop me. "No buts, Lieutenant. If the general wants you, he gets you. You're to report to the duty officer for Red Squadron tomorrow at oh six hundred hours." He saluted me and sort of tipped his head to Commander Dafid, then spun around and left before I could answer. I stood there, stunned, watching him disappear down the hallway.

"Farlander."

I faced Dafid, not really sure what to say. "Sir?" was all I managed.

The Commander stood up from his desk and put his hand on my shoulder. It dug in a little too hard. He sometimes had trouble gauging the strength of his mechanical hand. "So, Farlander. That was one of the General's staff officers. They want you. You're to be the sacrificial lamb. Just remember everything you've learned here and don't take this hero business too seriously. Heroes who fly starfighters most often come to a quick end."

"Yes, sir," I said. I couldn't have agreed more. "But sir?"

"What is it, Keyan?"

This was the first time he had called me by my first name. It made me nervous.

"I was just going to ask, am I really not ready yet?"

Dafid laughed so abruptly I almost jumped. "Ready? Who's ever ready? You'll be all right. Keep asking yourself if you're ready yet. When the answer is yes, that's when you might consider a nice desk job." He was still chuckling, the scar on his face stretched white, but then his smile faded and he spoke more seriously. I had never seen the commander in such a mood before. "In answer to your question, Lieutenant, you're a damn good fighter pilot. If you can stay alive through your first few missions, you've got a chance. Just watch your back and don't try to take on a Star Destroyer in an X-wing."

I was to remember that statement later.

✗ ✗ ✗

I reported for duty early the next morning and was sent to Briefing Room Seven, a small room dominated by a large 3D holo projection map. I recognized a few of the pilots who had arrived before me. Some nodded in my direction, but there was little conversation. I looked for a spot as far in the back as possible and settled nervously into the auto-contour seat. When Hamo arrived, he grinned and said, "Here we go," then went off to talk to some other pilots I didn't know. Shortly thereafter, the briefing began.

"We've had some success lately against the Empire forces, but that only means we have to be more careful. Our hit and fade tactics are working well enough to provoke a response from the Emperor."

Commander S'man was beginning the briefing. I had seen him a few times before. He was hard to miss at nearly seven feet tall and close to 300 pounds. People said he was a frustrated 'fighter pilot — too big to fly one — and that he had become a tactical genius and a mission planner just so he could stay near them. Whatever his story, people said he was close to General Dodonna

and Admiral Ackbar and had planned many of the successful Alliance missions. S'man stood before the large holo sphere, but nothing was currently displayed.

"A response from the Empire isn't exactly what we want, but our informants tell us that a response is what we're going to get. Our first priority is to find out what this response will be, and where it will take place. All we can know for sure is that the Empire will respond with a warhead to scratch an itch." The Commander paused a moment as if to let this thought sink in.

"Fortunately, we have several advantages. First, we have good information about the Empire's movements through our network of informants. It's hard for the Empire to keep secrets since everything they do is on such a large scale. Second, we are few and hard to find. Third, our starfighters can hyperspace into combat and back out again while theirs are not hyperspace-capable. Fourth, we have a new starfighter which all of you have trained on — the A-wing."

There were some shouts of agreement from the assembled pilots and staff — the A-wing was popular with most pilots — but S'man put one of his great hands up to forestall any celebration.

"Don't get too confident, men. This is a life or death struggle, and the Empire still has the upper hand. Now, the General and his staff have worked hard to set forth the following goals. You men will be risking your lives to accomplish these goals, so we want you to hear them.

"First, our informants are working hard to gain more information about the Imperial counter-strike, but we are looking for ways to help ourselves. We hope to intercept some Imperial convoys or perhaps capture some Imperial officers and find out what they know.

"Second, we have decided to evacuate our current base at Briggia. Our security is very tight, but nothing will remain a secret forever. We will have to mount a rear-guard action to protect the evacuation in case the Empire discovers the operation.

"Third, we must mount effective counter-strikes to delay the start of the Empire's response. In other words, we'll gum up the works."

There was general laughter at this uncharacteristic comment, but it faded quickly and the Commander went on as if he hadn't said anything out of the ordinary.

"Fourth, we expect to have several opportunities to capture military supplies as the Imperial operation starts to build up its ordnance.

"Fifth, we must seek new allies in our fight against the Empire. We know

of several worlds who must have begun to see that the Empire brings oppression when it promises peace. Once such world is Sullust, and, like the Calamarians, the Sullustan are a strong spacefaring race. Their superior navigation skills would be a great help to us.

"Sixth, well, sixth is to seize any target of opportunity. The High Command is studying several plans designed to hurt the Empire and help our cause throughout the Galaxy. We'll need your help to get it done.

"Now, here's your first mission . . ."

OP 1:
DESTROY
IMPERIAL
CONVOY

File Name: defect

Mission Briefing
You will fly an X-wing as wingman in a hit-and-fade mission against an Imperial convoy. We'll have X-wings flying cover while the Y-wings attempt to disable the lead ship. In addition, we plan to blow up the Emperor's supplies and get out before reinforcements can arrive.

Farlander's After-Action Report
I flew an X-wing in a hit-and-fade strike against an Imperial convoy. I was the wingman. Hamo was my flight leader. During the mission, a Corvette assigned to escort the convoy decided to defect to the Alliance during the attack, and a pair of Y-wings were ordered to disable the Imperial Corvette so one of our transports could capture it.

I used my normal mission start sequence with the following exception. After hyperspacing into the engagement area, I transferred all laser power
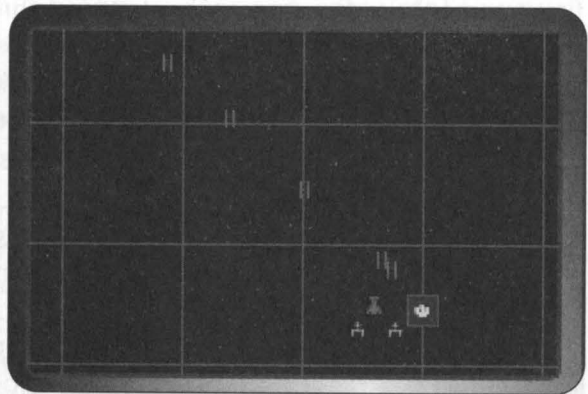
to my shields. (In retrospect, since no one shot at me, I could have redirected all shield power to the engines and just worried about maintaining full lasers.)

Anyway, I redirected all cannon power to the engines and got my speed up to 125. My map readout showed five enemy freighters in all. The nearest two already had

Targeting a freighter

their shields down and Hamo went after them. The next three stretched away toward their hyperspace jump point and my job was to prevent the first two of them from escaping. I cycled through the targets until I located the third freighter. It was approximately 8 klicks away. I headed towards it

Using supercharged lasers

while Hamo began his run on the first two freighters. As soon as he destroyed them, he headed home.

Now, although I only needed to get the next two, I figured if I moved quickly enough, I could get all three, so I switched to torpedoes and selected dual-fire mode. As soon as I got a red lock, I fired two salvos of two torpedoes, then switched to
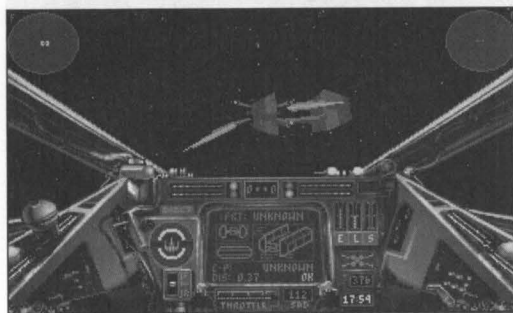
cannons. When I was 2 klicks from the target I reset the cannon and shield recharge rates to maximum and transferred shield power to the lasers until they were fully supercharged. I began firing as soon as the target box turned green (1.50 km).

I like to aim for a side of the freighter; it's bigger than the middle and easier to hit. This way, I took out Freighter *Arreis* on the first pass. To prevent closing on the target too rapidly, I reduced throttle to $1/3$. As soon as the *Arreis* was finished, I transferred
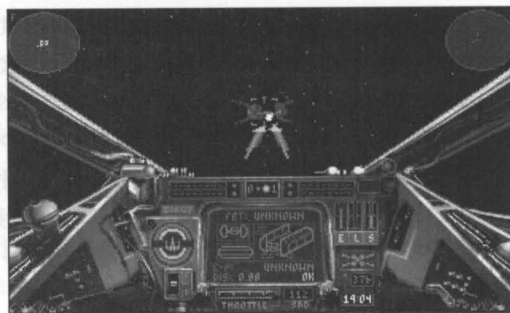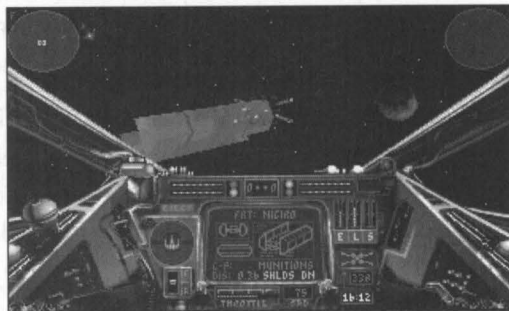
Coming in on the side

cannon power to my shields. Then I redirected cannon power to the engines and reset the shield recharge rate to normal.

I cycled forward to target the next freighter (the *Nigiro*) in the CMD at approximately 4 klicks away. As soon as I had a lock, I fired my remaining pair of torpedoes, then switched back to lasers, repeating the tactics I used on the *Arreis*. My mission objectives completed, I headed back toward the Corvette *Bixby* which was being captured, and waited for my Mission Complete orders.

C.O.'s Analysis

"A fair job, Lieutenant, and your report is clear and complete. However, there is always room for improvement," said the debriefing officer, the same man I had met outside Dafid's office. His name was Commander Lagrane.

"Here, read this report," he said, "then go to the simulators where you can try these new strategies." He handed me a holo which I placed in my reader.

> If you had attacked the third freighter, *Murtceps*, be aware that an Imperial Frigate would have arrived two minutes after the attack. You would have had time to wipe out the convoy, however, before its TIE Fighters could become a threat. Also, it might have been better to save a pair of torpedoes for the third freighter, (i.e., two torpedoes each). If you want to get maximum simulator points (and challenge) from this mission, you could send your flight leader home as soon as the mission starts. If you do so, you'll have to destroy all five freighters, but the first two will go easily since their shields are already down and you can simply use your lasers on them. After destroying the convoy, stick around to fight the frigate and its TIEs! Of course, any time after the Mission Complete message appears you may go home.

Debriefing (Win Conditions)

FRTs *Orcim*, *Esorp*, *Arreis*, and *Nigiro* must all be destroyed. The CRV *Bixby* must be recovered.

Transcript of Interview with Captain Nogdra of the Imperial Corvette *Bixby*

INTERROGATOR: So, captain, why have you decided to come over to us?

NOGDRA: It's . . . you don't know what I've seen. I can't . . . (pause)

INTERROGATOR: Go on.

NOGDRA: I can't condone their actions. Before I became Captain of the *Bixby*, I was stationed on a Star Destroyer. I watched them destroy whole cities just to make a point. I watched them load intelligent beings into freighters with almost no life support and ship them off, who knew where? I held my tongue, but I'm not like that.

INTERROGATOR: Like what?

NOGDRA: I grew up on a hub planet. I grew up with all kinds of beings. I can't accept the policies of hate and repression I was ordered to uphold. I'm here to help you, if you'll have me.

INTERROGATOR: How can you help us?

NOGDRA: I'm a good Captain. And I have some information. Not much, I'm afraid, but a little.

INTERROGATOR: Tell me what you can.

NOGDRA: Well, we were recently near Dellalt. The Imperials are using it as a staging point for supplies and equipment. If it was up to me, I'd expect them to start operations in that sector. I'll give you the coordinates of the staging point . . .

"Farlander!" It was Commander S'man himself.

"Yessir!" I answered. I had been walking down the hallway toward Ops when he caught up with me.

"Come with me," he said. He kept walking alongside me.

"Where we going?" I ventured. It was like talking to a tree; your neck bent at a strange angle when you tried to look him in the eye. It made me feel small.

"I've got an assignment for you," he said.

OP 2:
RECONNAISSANCE
MISSION
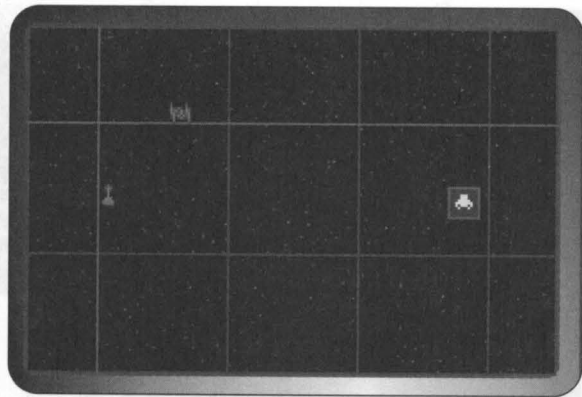
File Name: id-recon

Mission Briefing

Based on information gained from a defector, you will scout an area near Dellalt for Imperial ships. Identify all ships encountered, but leave at the first sign of a Star Destroyer.

Farlander's After-Action Report

I was in a lone A-wing with no missiles. As fast as the A-wing is, I felt pretty exposed; it was my first completely solo mission. I reminded myself that my job was to ID the enemy ships, and that to do so, I had to have each one targeted in the CMD as I approached it.

I began my normal mission checkout and start sequence. There was a frigate about 4.5 klicks away when I hypered in, and I noticed two TIE fighters on patrol. With laser and shield recharge rates at maximum I turned my A-wing toward the frigate, but I targeted the nearest TIE fighter — it was just to the right of the frigate and a little high. I shot both TIEs on first pass, noticing that two more were launched immediately, but I kept
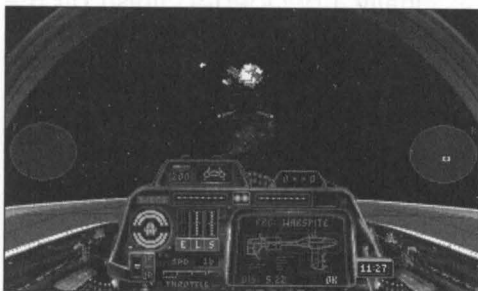
Shooting TIEs.
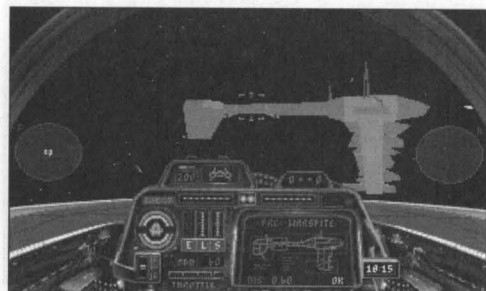
ID the frigate.
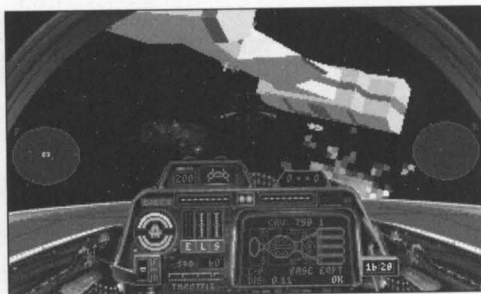
Close encounter with a corvette

heading towards the frigate. I put it in the target box and executed a close (0.7 klick) fly-by to identify it as the *Warspite*.

By this time a pair of corvettes had jumped in. As I headed toward them I checked to see that my shields and lasers were fully charged, then reset recharge rates to normal. The TIE Fighters flew in pursuit, and I let them come on. The farther they got from their mothership, the better. I knew that destroying them at a greater distance would buy me time before the next wave could reach me.

As I closed on the two corvettes, a freighter appeared. It was closer than the Corvettes, so I targeted it and flew close to identify it. I discovered that I had to get very close, within 0.30 klick, to identify freighters and corvettes. After identifying the FRT *Ruggert,* I continued on to the corvettes. With the TIE fighters still in pursuit, I used the weave pattern we learned to avoid their fire.

While I was identifying CRV group 327, three more corvettes appeared on my screen. I identified them as group 758, and with all five corvettes accounted for, I kept flying past them until I was out of laser range.

Finally, I decided to finish off the TIE fighters, which were still following me. I noticed that TIEs with hull damage would head for their mothership and that the mothership would generally not send out reinforcements as long as the wounded TIE was still operational, so I let one TIE get away, buying more time.

Scanning the area with cockpit off.
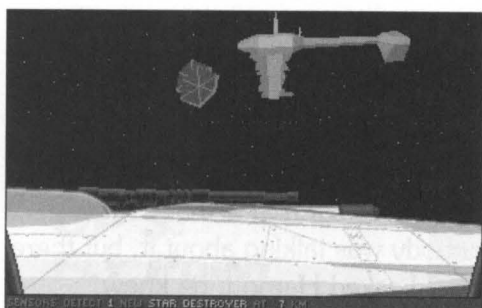
The Invincible *arrives.*

Soon, three more Corvettes appeared. As before, while I headed toward them, a freighter, *Eichler*, entered nearby space, followed by two more Corvettes. I IDed the first group as 427 and the second as group 524.

Finally, two frigates came out of hyperspace. I checked to be sure my shields were full and hurried toward them, aware that they were launching TIE Fighters. Once I identified them as Frigates *Harasser 1* and *2*, a Star Destroyer (the *Invincible*) appeared. My Mission Complete message flashed on and I hypered home.

C.O.'s Analysis

Commander Lagrane was his usual serious self, but he seemed happy enough. "Excellent report, Lieutenant, and excellent job. There's not much to add. Our analysis indicates that you might have outrun the first TIEs by reducing cannon power to zero and outracing them to the objective. But since you seem to like dogfighting TIEs, you might hone your dogfighting skills in the simulators. Check out this additional report."

"If you're in the mood for some serious dogfighting go ahead and engage the TIEs. Including those on the *Invincible* there are 170 in all! The first 20 are Novices, the rest are Top Aces. (Of course, this is about twice the normal complement for these ships, but that's what makes it such a challenge.) Since you can also destroy the FRTs and CRVs without too much effort, this can be a very high scoring mission if you are up to it. Also, note that a transport and shuttle arrive soon after the Star Destroyer."

Debriefing (Win Conditions)

CRV groups 327, 427, 524, and 758, as well as FRTs *Ruggert* and *Eichler*, and FRGs *Harasser 1* and *2* must all be identified.
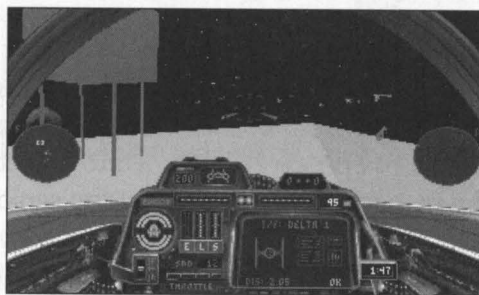
Getting to know the Invincible.

A few days after I got back from my solo mission, I started to suspect that something big was about to happen. We weren't told anything at first, but the senior officers seemed agitated, and I couldn't help but notice that a lot of senior staff meetings were taking place. Nobody was talking about it, but there was a strong feeling of anticipation on board. I asked Hamo if he knew anything. He had made Captain after his last mission and his irrepressible confidence seemed to have gone up a notch, if that was possible.

"I figure we'll find out soon enough," he said. "After they plan what has to be done, you know who'll do it, don't ya?" He grinned. "Stop worrying, Farlander. Me, I can't wait to get back into the action."

The suspense ended the next day. We were called into Briefing Room 1 with several other squadrons. This time it was General Dodonna himself who led the meeting. He stood at the podium and watched the room as we settled into our seats. His face appeared calm, but I thought I detected some worry in his expression. When we were all settled, the General began.

"Operation Strike Fear." He spoke the words quietly. "This is the Imperial response we have been anticipating." General Dodonna paused a moment, then continued. "Some of you already know that we have planned to evacuate the Briggia base and move to a new location. However, recent events have forced us to take action sooner than expected. We have learned that the first target of Operation Strike Fear is Briggia. It's time to move!"

The General paused again and stroked his gray beard, then leaned over and whispered something to one of his aides. Finally, he consulted his personal holo-player and activated the master holo display. Immediately a blue planet appeared, small in the center of the display, and several ships launched from its surface. The General motioned to someone behind him and the whole display magnified several times until the planet filled about a quarter of the holo sphere and the ships were recognizable as various Rebel shuttles and transports.

"In a matter of hours, we will hyperspace to the Briggia area and mount a series of operations designed to protect the evacuation. Red squadron, you'll be responsible for protecting the senior staff shuttles. Gold squadron, I want one Y-wing in support of Red squadron's X-wings."

As the General described the mission, more ships appeared on the display. I knew the entire briefing was being recorded and would be handed out when we disbanded.

"Blue squadron, you'll prepare for a separate mission to protect our base equipment transports," the General continued. "Now here is where the mission will begin . . ."

OP 3: FLY POINT DURING
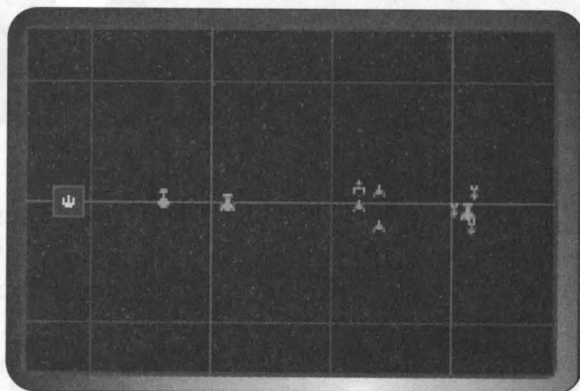
File Name: wxrgard1

Mission Briefing:

The Imperial Fleet is ready to attack Briggia. You must protect key Rebel officers evacuating the planet in shuttles. Protect the shuttles until they reach their hyperspace launch points and are safely away.

Farlander's After-Action Report

I was teamed up with a flight leader I had never flown with before. I flew the wingman position in my X-wing. I began with my standard mission start sequence, but cut throttle to $2/3$, following X-wing Red One. I cycled through the
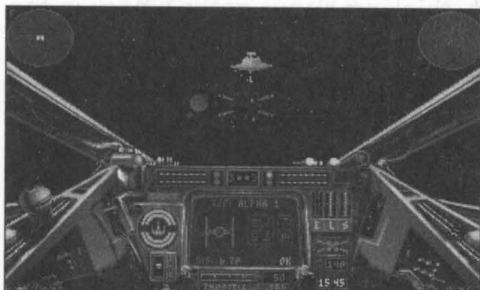
Targeting TIE fighters.   *Shooting them.*
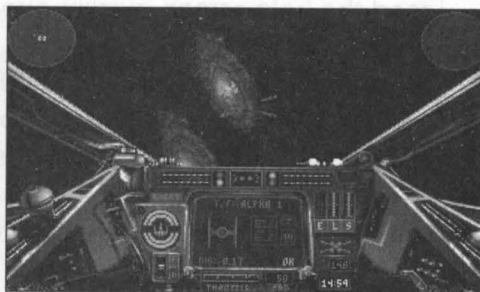
targets until Shuttle *Arroyo 1* appeared in the CMD. I assigned it and the next two shuttles to memory locations in the targeting computer. Because these were the ships I had to protect, I wanted to be able to quickly find where they were.
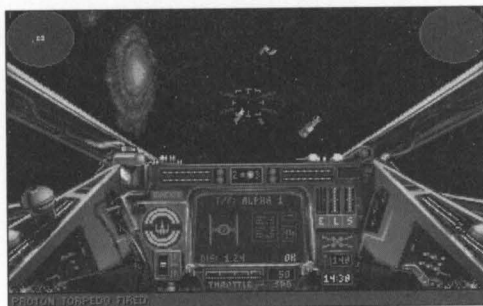
Using torpedoes.
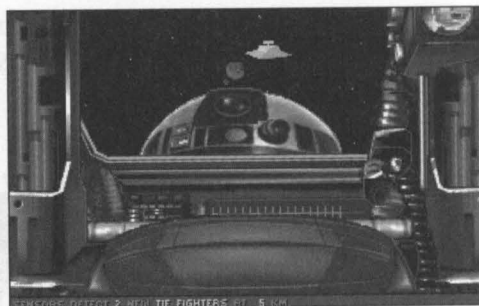
Checkin' out R2.

About the time we reached the shuttles, the Star Destroyer *Invincible* dropped out of hyperspace. I queried the CMD to target the nearest TIE fighter (Alpha 1). I communicated with Red One that he should attack it, then cycled forward to target T/F Alpha 2. (This T/F group and T/F Beta turn out to be the keys to this mission, as they target the shuttles.) If any of T/F Alpha or Beta were to get by me, I knew I could use torpedoes on them, just as long as they didn't escape! Once all three shuttles entered hyperspace, the mission was complete.

C.O.'s Analysis

Lagrane was in a hurry. "Look, Lieutenant, there's no time for a thorough debriefing. It might not have been necessary to lower your speed to $2/3$ power. And I wouldn't rely too heavily on torpedoes against the faster TIE models. They're fine against the Bombers, however. Now let's get you spaceborne again. Here are some additional notes about the mission."

I read the holo screen quickly, already thinking about getting back in the cockpit. The screen said:

"Note that the survival of Rebel FRG *Fugazi* was also necessary to the success of the mission. Since it jumps right at the start you don't need to worry about it. T/F Alpha are Veterans and will be succeeded by two waves. T/F Beta are Aces and they have nine succeeding waves, although the shuttles should escape before the third or fourth wave."

Debriefing (Win Conditions)

All three shuttles must escape.

Note: TRN group *Rhoon* and CRV *Mahan* start the mission with their shields down, so they will be killed pretty quickly.

I barely had time to grab something to eat before I was back in the cockpit again. The Empire had hit us hard and we were all scrambling to salvage whatever we could. They sent me alone in an X-wing to help protect the wounded who were being transferred to a medical frigate.

OP 4: PROTECT MEDICAL FRIGATE
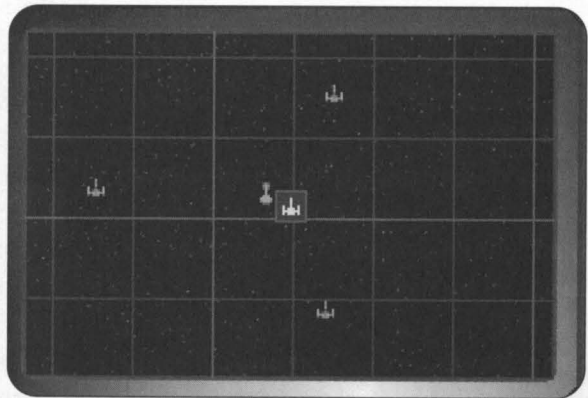
File Name: wxprot2

Mission Briefing

The wounded from the attack on Briggia are being brought to a medical frigate. You must provide security while the wounded are being transferred onto the frigate. Three Medevac Shuttles and the Corvette *Korolev* must all escape into hyperspace after delivering their cargo of wounded. First the shuttles and then the *Korolev* will dock and unload.

Farlander's After-Action Report
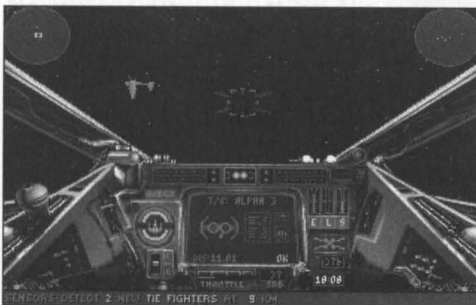
Targeting the bombers.

I hypered in and began my mission start sequence, charging up shields first. The mission began quietly, but then an Imperial Frigate, the *Warspite*, dropped out of hyperspace about 11 klicks away and launched a group of three TIE Bombers and two TIE Fighters, then hyperspaced away. Immediately, I
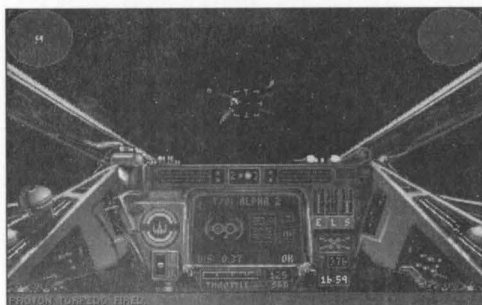
Locking on.
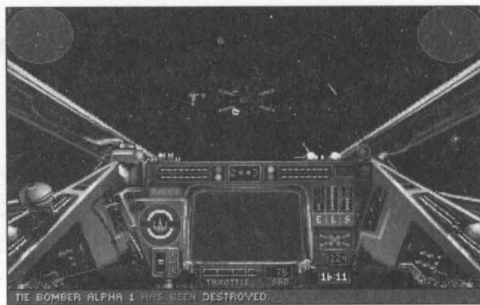
Scratch one bomber.

targeted a bomber, wishing I had more help, then headed toward the three bomberss at full throttle. With fully charged shields, I set the shield recharge rate to normal and redirected all cannon power to the engines to get my speed up to 125.

I switched to torpedoes, then when I got within 3 klicks of my target I reset shield and cannon recharge rates to maximum to bring my speed down to 50. Keeping my hand steady on the controls, I fired my first torpedo head-on because the distance between us was still greater than 1 klick. Any closer and I would have had to turn onto the bomber's tail and then fire. As quickly as I could, I locked up and fired on the other two bombers. I knew I couldn't afford a miss because my computer told me that the *Warspite* had returned to normal space — on the side of the medical frigate opposite me. And it was launching more TIEs!

Once again I redirected cannon power to the engines and set the shield recharge rate to normal. When the TIE fighters got too close, I used the Wotan Weave to evade them. I knew I could not stop to dogfight them, but had to destroy the second wave of TIE
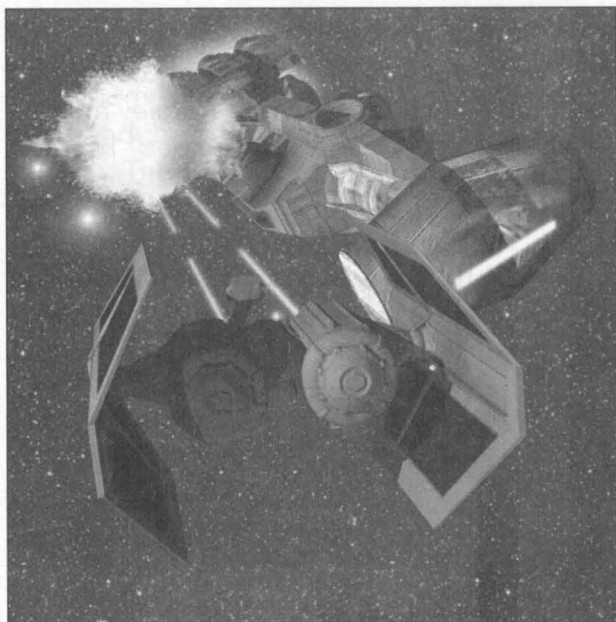
bombers the *Warspite* had launched! Once again, I slowed down when I was within 3 klicks of the bombers and fired torpedoes as soon as I had a solid lock. Then I finished off the other two bombers before they could launch their own missile salvos.

Finally, I turned my attention to the TIE fighters that had been dogging me the whole time. As I was engaged in dogfighting still more TIEs, the Mission Complete message came up on my display.

*** SPOILER ***

If you have a lot of difficulty with this mission, try sending the Shuttles home at the start of the mission. This is a spoiler but it will enable the *Korolev* to begin docking right away. Also, because there are six TIE bombers and you only have six torpedoes, if you miss you may find the expedient way to destroy one or two is by ramming them. This is quick and effective, and some players prefer to use that method, conserving torpedoes and saving time!

Depending on how you fly the mission, you may find you have to wait a few minutes after the *Warspite* hyperspaces out at the end.

Note: Your "wingmen" in this mission are not actually in your flight group so you can't give them attack orders.

C.O.'s Analysis

"I barely made it through that one," I told Lagrane. "I was sure the *Korolev* was a goner."

"We've analyzed your performance, Lieutenant, and it was nearly flawless. Either you were very lucky, or your skills are improving. Either way, we are thankful for your efforts. There's nothing more to add."

"I suppose I could have attacked the *Warspite*," I joked, but Lagrane didn't look amused.

"Let's just stay alive, shall we?" he told me.

"Yessir!" I replied.

Debriefing (Win Conditions)

The Corvette *Korolev* and the three Medevac Shuttles must all survive.

We were all pretty worn out after the evacuation and the Imperial attack. I know I was ready for a long rest, and I could see in the faces of my fellow pilots that they had also been stretched out. Many of the men were unshaven and their faces looked drawn. The women seemed to have held up a little better, but they all showed the strain. It was harder to tell about the alien races. I just assumed that they, too, were tired. I looked for signs, but had no reference point.

Then there were the faces that were missing. They just seemed to occupy space by not being there. Like you expected to see Karka or Dontal whenever you saw Misch'an, but they weren't there. It was the missing people that got to me. I felt a cold wind blow through the ship when I thought of it.

There was no rest. There was no time for a break. We had been hurt, but the Empire had also suffered losses. There was already talk about mounting another raid on Imperial supply convoys. We were called in to a briefing the day after the *Korolev* affair. I was surprised to see Sunnar Jan-lo at the briefing.

"Hey, Farlander. Looks like I'm going out on this mission with you." I was surprised, and I guess it showed. Her expression soured a little and she added, "You're not the only one who can pass the training, you know."

"I didn't mean . . ." I began. "I mean, I thought you wanted to go into intelligence."

"Yeah. Maybe eventually, but the Alliance needs more pilots. At least that's what the brass think. You heard about Poussan, didn't you?"

"No," I answered.

"Bought it. In the evacuation," she said tersely. "He collided with a TIE fighter and his shields were too low."

"But how did he get into the action in the first place?" I asked, astounded. "When I left training, he was behind you."

"Don't know. I think he was just in the wrong place when they needed another body in a starfighter. Bad luck, I guess."

"What about Gart?" I asked, thinking about the quiet young man who had come up with us. I had never really gotten to know him, but now I was curious.

"Washed out. Disorientation problems," answered Jan-lo. "But he told me he's going to try again. He doesn't talk a lot, but he seems to want to make it

through the training. Wants it real bad. *We might see him out there eventually.*"

It was a sobering. One of my fellow Agamarians was already a casualty. Another a wash-out. It brought back feelings I had suppressed. Feelings of home, and with them, feelings of frustration and anger. "Just make sure you don't buy it, Sunnar," I told her seriously.

"I'll be all right. Watch your own back, hot shot."

Then the briefing began.

OP 5: AMBUSH IMPERIAL SUPPLY
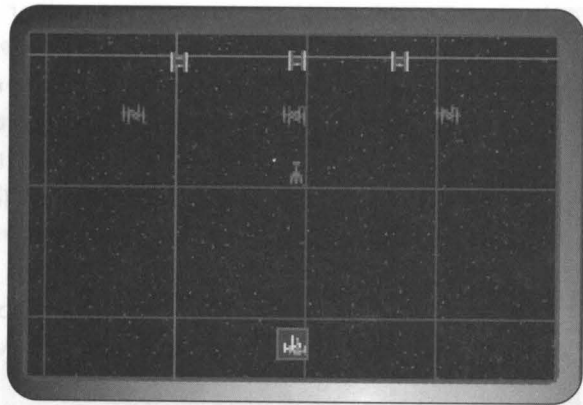
File Name: attackxy

Mission Briefing
The Imperial Fleet is low on resources after the attack on Briggia. Stop a resupply convoy and set the Imperial campaign back several weeks. The convoy consists of three freighters with a Corvette and several TIE fighters for escort. The convoy will be less than 4 klicks away. The Star Destroyer *Invincible* is a nice safe 50 klicks away, but it will be sending reinforcements, so be quick!

Farlander's After-Action Report
I began my normal mission start sequence, but I switched to torpedoes and selected dual-fire mode. Querying the CMD displayed a TIE fighter from group Beta. I sent my wingman to attack it, then targeted the Corvette, which was directly in front of me.
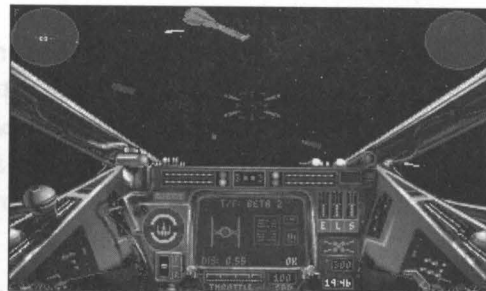
TIE Beta 2
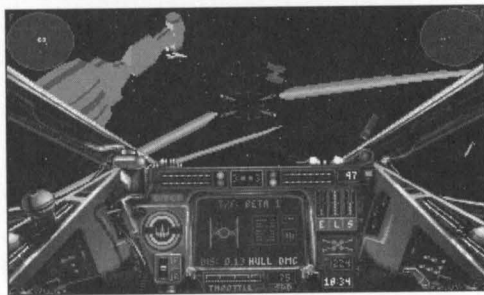
Dogfight around the corvette
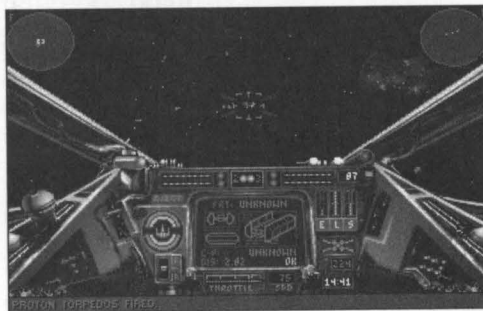
Targeting a freighter
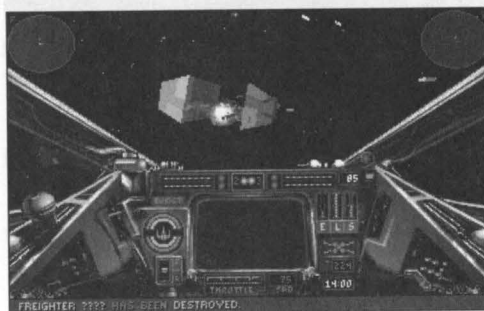
Bye, bye freighter

As soon as I had a lock, I fired all six torpedoes as quickly as I could. After firing the last pair, I queried the CMD again for the nearest fighter and switched back to lasers. Still angry over the news about Poussan, I engaged T/F groups Alpha, Beta and Delta.

The Y-wings came in a minute after I arrived, but I kept the TIEs busy and away from the Y-wings. When all of the escorts were destroyed, I went to help the Y-wings destroy the now defenseless freighters. I targeted the closest freighter and called my wingman to help me. Of course we had no trouble with the freighters and got our Mission Complete message and hypered home.

C.O.'s Analysis

"Good mission, Farlander," Lagrane told me. "It was risky firing all your torpedoes at the start, though. Attacking the corvette was dangerous, but effective. It worked out, so you're to be commended. Here are some suggestions to try out in the simulator."

"If you are doing really well, send your wingman and the Y-wings home and destroy all the freighters yourself. Also, there are lots of TIE interceptors heading your way. Kill them for experience, and, if you want still more challenge and practice, try attacking the Star Destroyer to bring out even more."

Debriefing (Win Conditions)
All three freighters must be destroyed.

"Sorry, Lieutenant Farlander, no ops today," said the hangar requisition officer.

"But I have orders to go out on recon," I said. "Check the roster on the computer."

The man shrugged. "I know. You're not the first, but I got no ships for you."

"What about all those?" I asked, pointing to a row of X-wings lined up and down the hangar."

"Look, Lieutenant, I can't make 'em fly without more R2 units. You get me some droids, and I'll give you the starfighters. Deal?"

I stared in frustration. "I'll do my best," I answered after a moment, but the man had forgotten about me already and was arguing with somebody over the comm.

OP 6:
RAID FOR R2
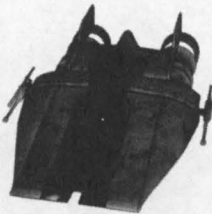
File Name: max13
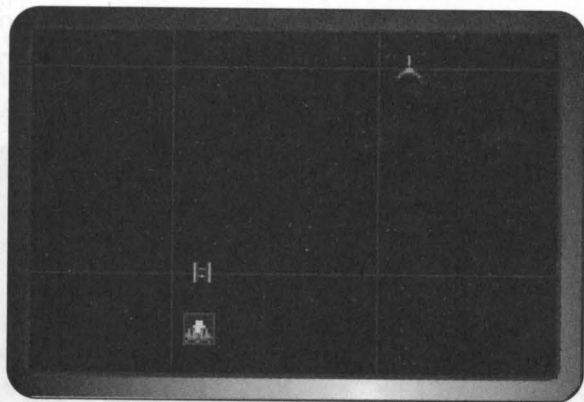
Mission Briefing

The Rebellion does not have enough R2 units in supply. Capture a damaged freighter that contains desperately needed R2 units. Beware of pirates who are active in the area. You will come out of hyperspace with the disabled freighter directly in front of you. The shuttle with the repair crew will be almost three klicks away.
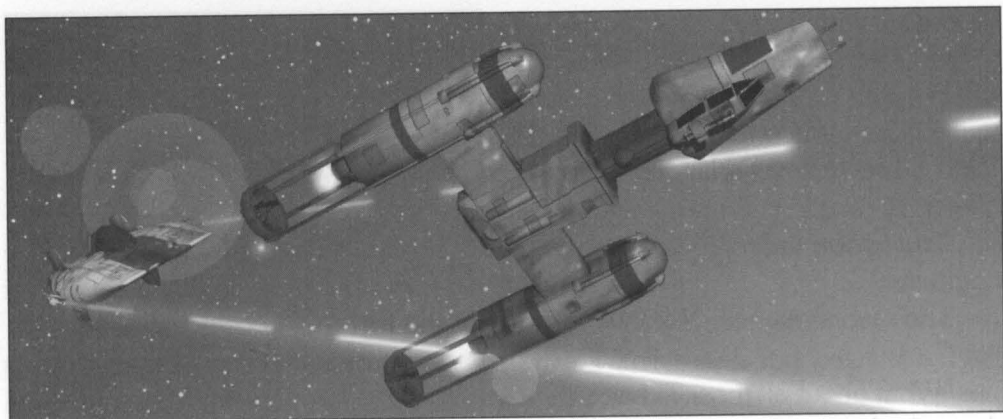
Farlander's After-Action Report

I checked out my A-wing's systems and performed normal mission start procedures. I found the Freighter *ARS Opus*, the one with the R2 units, and stayed close. Pirate Y-wings (showing neutral blue in the CMD) appeared about 30 seconds after I had hypered in. I queried the CMD for the nearest one and ordered my wingmen to attack it. Realizing that a Y-wing's cruising speed is only 80, I was careful to keep my own speed under control. Anticipating the arrival of enemy reinforcements, I conserved my missiles and used lasers against the pirate Y-wings.
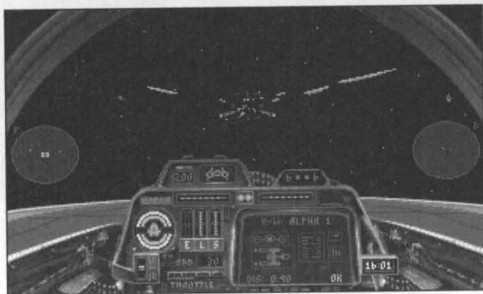
Target the pirate Y-wings
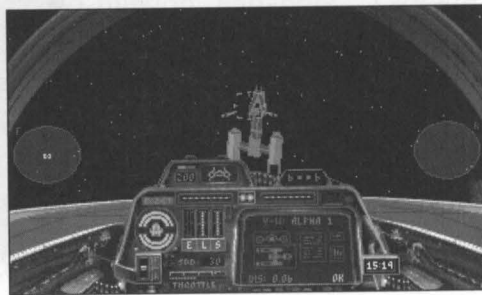
Y-wings are easy prey

I watched the computer readout with half an eye and within two minutes, our Shuttle *Rescue Riker* docked with the freighter. I noticed that none of the Y-wing pirates went after it, so I didn't worry about the rescue shuttle. However, when four transports entered, I quickly realized the threat they presented, targeted them and ordered my wingmen to attack. I switched to missiles and selected dual-fire mode. I figured the transports would try to disable the freighter as soon as *Rescue Riker* captured it. I

Closely guarding Rescue Riker
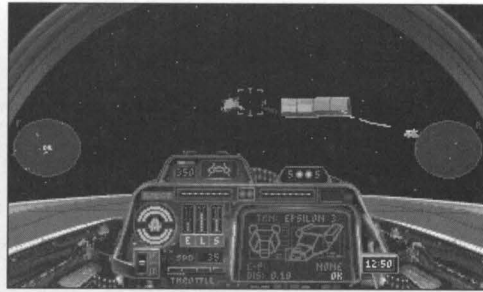
Here comes a pirate transport

found that each transport required either three missiles or two missiles and a couple of laser blasts. After taking care of the first four transports, another wave of four appeared. My wingmen and I attacked them quickly as well.
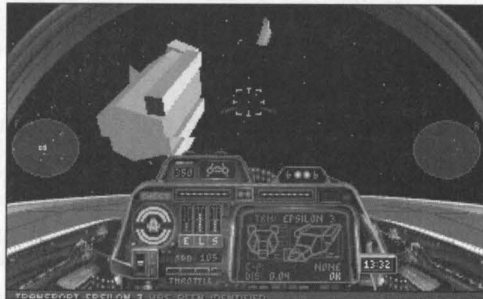
Once the *ARS Opus* was captured, Blue squadron's A-wings hypered in to form an escort. A

Epsilon 3 has a problem

pirate shuttle appeared, but it wasn't able to do anything with the freighter still operational and Blue squadron's A-wings protecting it. I continued to attack enemy ships, however, until my R2 beeped and the Mission Complete message came over the computer.

> If you take on the pirate Y-wings for extra points, destroy groups Alpha and Beta first because they have no successive waves. Then go after the others.

C.O.'s Analysis

Commander Lagrane was in one of his better moods. "Not bad, Farlander. Those R2 units are going to be a big help. Keeping the *ARS Opus* functional was your top priority and you recognized correctly that the main threat came from the transports. You might have destroyed the Y-wings and the shuttles as well, but that wasn't necessary to complete the mission objectives."

Debriefing (Win Conditions)

FRT *ARS Opus* must be captured and A-wing group Blue must arrive.

"Farlander! Jan-lo here." The comm link hissed a little and I could hear a lot of voices in the background. I sat in the darkness of the simulator pod, reviewing some of the most recent missions. "You copy, Keyan?"

"I'm here," I answered. "What's up?"

"Problems. I'm working in Operational Section today and a message just came over that I thought you'd want to know about."

Not liking the urgency in her voice, I said, "Go on. What's the problem?"

"I think you should get up here. Your friend Captain Blastwell's in some trouble."

I was already headed out of the simulator. "I'm on my way," I replied.

I ran full speed down the hallways, dodging other crew members and receiving a few unpleasant stares, especially from the Quarren crew who seemed disturbed by humans moving quickly in air. I suspected I would feel the same way if I were in water with them, but had no time to worry about such things.

I ran into Ops and found Jan-lo behind one of the holo readouts. She was already pointing to three ships on the display.

"See? That's Blastwell's X-wing," she told me, "and those other two are his wingmen. Something's gone wrong with the R2 units and they're out of control."

"What could be going on?"

"We think sabotage. Remember the R2s we recently recovered?"

"Sure. I was on that mission."

"Well, they may have been tampered with. The engineers are checking out the others right now. In the meantime, you might want to get in a ship and help out your friend."

"I'm on my way." I sprinted for the door.

OP 7: RECOVER STOLEN X-WINGS
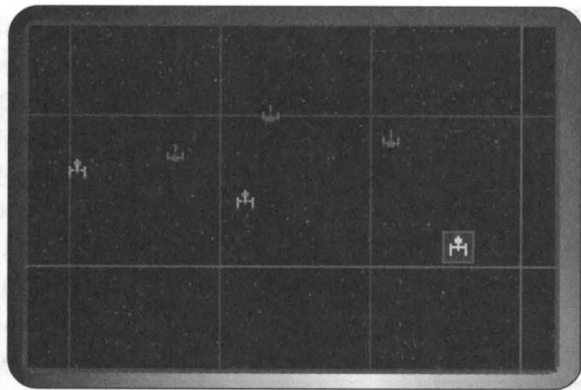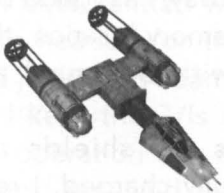
File Name: max10

Mission Briefing

Some R2 units stolen from the Empire had hidden programming that allowed them to take over X-wings. You must track down the X-wings and recapture them. You will drop out of hyperspace less than 1.5 klicks from the three stolen ships. An Imperial Star Destroyer is waiting about 45 klicks farther on and will immediately start launching pairs of TIE Interceptors. You and two other Y-wing pilots will each be responsible for one of the X-wings. Yours is Blue 2.

Farlander's After-Action Report

As soon as I hypered in, I quickly checked out my Y-wing's systems as usual, but I kept my recharge rates at normal. I saw immediately that the nearest threat was still far away, and more than anything else, I needed speed to catch up with the rogue X-wings. Fortunately the X-wings were not traveling at full speed, so I kept my ship at full throttle—speed of 80 MGLT.

I tried to reach Hamo or one of the other pilots on the comm, but got no answer. So I cycled through the target list until I saw X-wing Blue 2 in the

Catching up with Blue 2.

CMD. As I came in range, I used my lasers to drop his shields. I fired slowly and carefully until I saw his shields start to fail, then switched to ion cannons to disable him. Once X-wing Blue 2 was disabled, I reset recharge rates to maximum.

Quickly I cycled forward through the target list until the nearest TIE Interceptor, Alpha 1, was displayed
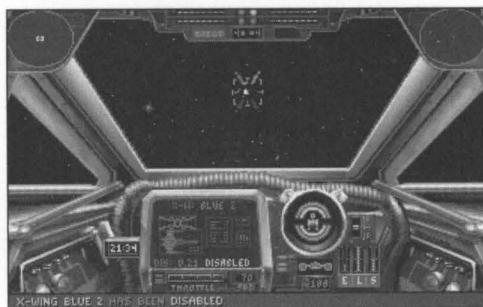
Blue 2 is disabled.
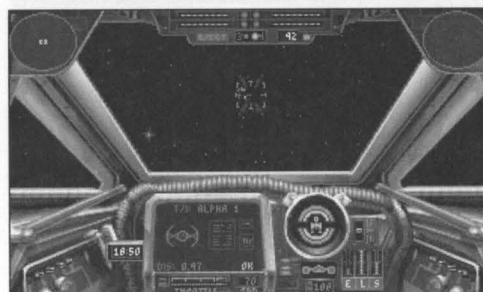
Shooting an Interceptor with a torpedo.

Going after TIE Interceptor Alpha 2.

You've got a TIE on your tail.

in the CMD. I saw that it was about 33 klicks away. I assigned Alpha 1 to a memory location, then cycled forward to Beta 1, which was also about 33 klicks away. I assigned Beta 1 to the next memory location, then did the same with Gamma 1 and Delta 1.

As soon as my shields and cannons were fully charged, I reset the recharge rates to normal and headed directly for Alpha 1. The other Y-wings were busy disabling their target X-wings, and when they finished, they hypered home. That left me alone to stop the TIE Interceptors!

With Alpha 1 in the CMD, I switched to torpedoes. I fired a head-on torpedo shot at T/I Alpha 1, then switched to lasers to blast Alpha 2 before he got by. Next, I increased the recharge rate for my cannons one step.

I realized that I had to shoot these TIE Interceptors before they got by me. If even one got by, the helpless X-wings would be destroyed. I still had my torpedoes, however. I knew that if I could get a lock on one of the T/Is before it got more than 1.5 klicks away, I could still shoot it down. But I didn't want to have to do that. I kept checking my inflight map screen to be sure nobody got by me.

I fought the Beta group, dogfighting and using torpedoes if I

had a clean lock, then the Gamma group. Delta came directly for me, and I had to dogfight their superior fighters, but by this time the X-wings had been refitted with new R2s and were headed for the *Maximus* that had jumped in nearby.

I kept the T/Is busy to be sure the operation was successful, then, when I received the Mission Complete message, I hypered home.

This isn't what you want to see.

C.O.'s Analysis

"What was going on there?" I asked angrily. "Why did the other Y-wings leave the scene with that Star Destroyer nearby?"

> **Note:** Y-wings Red 1 and Red 3 are in separate flight groups and cannot receive wingman commands.

Commander Lagrane held out his hand to quiet me. "We're investigating the incident, Lieutenant. I think it was a communication failure. Fortunately, you were able to take up the slack. Good job."

"That's not supposed to happen, is it?" I asked, still not appeased.

"Look, Farlander. It's not supposed to happen. We hope it won't happen again. But it did happen and we're glad you were there to do the job. Leave it to us. We'll get to the bottom of it. In the mean time, if you want some diversion, go back to the simulator and try this mission again. This time, try sticking around and shooting down TIEs from the Star Destroyer. There were 52 in all!"

Debriefing (Win Conditions)

The shuttles must each dock with their assigned X-wing. X-wing Blue must be recovered.

For a few days, things were quiet as the technicians wiped the R2 units and checked all of them out. Hamo and I spent some time in the pilot's lounge just talking about old times and playing some games of Horansi, a particularly ruthless card game that was becoming popular among the Rebel pilots. Hamo had a badly sprained wrist from the incident with the R2, but he was in good enough spirits, even if he couldn't fly for a week. But while we took our leisure, the High Command was busy. Hamo and I were called into a private briefing with Commander S'man on our first shift, three days later.

"Several of our phase goals have been accomplished," Commander S'man was telling us. "Now we are ready to proceed with the fifth of our stated goals, namely, to help the Sullustan resist Imperial oppression. It's time we give them a reason to join the Alliance.

"We have discovered a secret operation transporting important Sullustan prisoners from their homeworld to the Imperial capital, no doubt for interrogation, torture, and servitude. In four hours, we will launch a rescue operation as the prisoners are shuttled to a waiting Imperial Frigate. If successful, this mission should obtain support for us on Sullust and gain a powerful new ally for our cause."

The commander looked down at us as if assessing our worth, then proceeded. "We want to keep this mission quiet for now. There's significant risk that the Imperials will kill the prisoners if we send in too many ships. We've decided that one pilot in a Y-wing should begin the rescue attempt. We'll send in rescue transports once the shuttles carrying the prisoners have been disabled. It's a risky undertaking, and I tell you I was opposed to it." The commander checked a wrist display, then looked down at me. "Failure could be disastrous. Remember that, Farlander. Be ready at 0415," he said.

"Me?" I asked.

S'man looked amused. "That's right. You. We've witnessed your ability to assess a situation and take the appropriate action. So you're going to fly this mission. Blastwell!"

"Sir?" replied Hamo.

"You go over the mission plan with Farlander and make sure he knows everything you know. Check?"

"Check," Hamo told him. "Come on, Keyan. And don't worry. It'll be fine."

OP 8:
RESCUE
SULLUSTAN TECH
STAFF
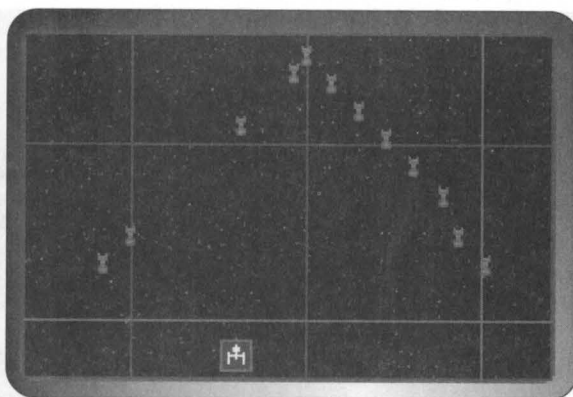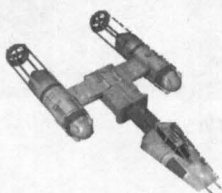
File Name: attack3

Mission Briefing

In an attempt to win the support of the Sullustans, you will lead an effort to rescue Sullustan prisoners held on board Imperial Transports.

Farlander's After-Action Report

I dropped out of hyperspace behind a large formation of a dozen transports, the nearest being less than two klicks away and to my left. A pair of Nebulon-B Frigates about 12.5 klicks away launched two TIE fighters nearly 30 seconds after I arrived on the scene.

I performed my normal mission start sequence, then checked the inflight map to see how the transports were deployed. Most of them were on the right side of an extended vic formation. I targeted the rear-most ship on that side of the formation, putting me in a good position to move up the line quickly, identifying each transport in turn. I set my speed down to about 40 as I worked my way through the formation.

I switched to ion cannons, but held fire until I had finished my identification run. I figured shooting at them now would just make them
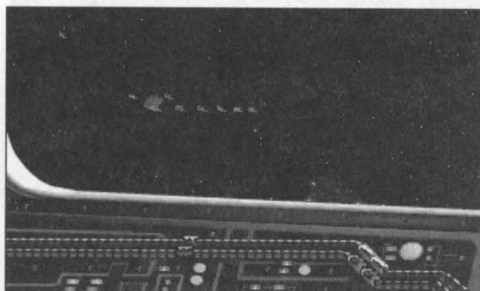
Approaching the transports
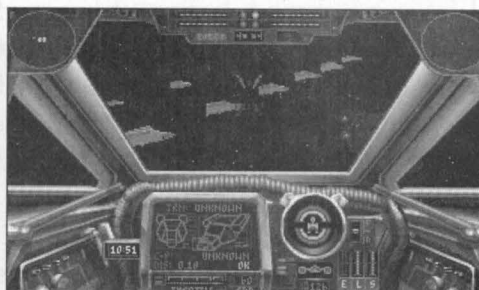
ID run on the transports
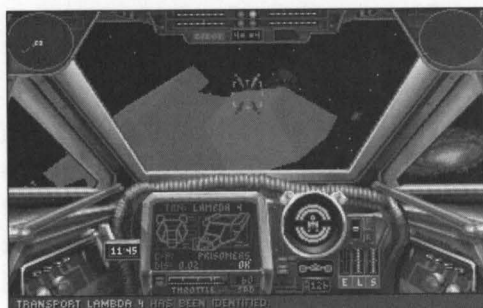
ID the prisoner transports
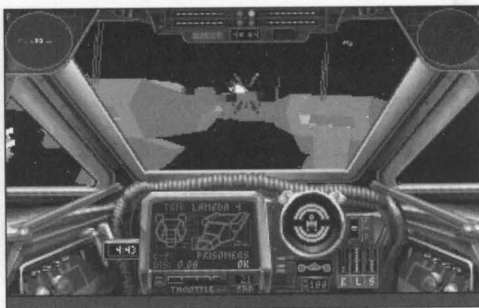
Disable the first prisoner transports

take evasive action which would make my job harder. For now, they just continued on course without reacting to my presence and I didn't want to do anything to change the situation.

I flew through the entire formation, keeping my speed under control so I wouldn't collide with one of the slow-moving transports, coming very close to each transport so my Y-wing's weak sensors could ID the craft. When I located a transport with prisoners, I assigned it a memory location, then proceeded until I had checked all the transports. I found two of them carrying prisoners.

When I was sure I had found all the prisoners, I switched to torpedoes and fired one torpedo into the second prisoner transport to weaken its shields. After that, I switched to ions to disable it—which only took two supercharged dual-fire blasts.

Immediately I called up the other prisoner transport from memory and looped back to give it the same treatment. I did my best to disable them close to each other to make it easier to offer protection while the rescue operation began. I located *Rescue 1* and *2* in the CMD and assigned them to my two unused memory locations. I wanted to check their status quickly in case I missed any messages about them.

Disable the other prisoner transport

Next, I called up the nearest TIE Interceptors realizing that if they were still far enough away (at least 6 klicks), I could take out the Zeta group, who handled themselves like novice pilots. I kept watching the approach of T/I

groups Alpha and Beta, though, knowing that TIE Interceptors were rarely flown by novices and that they represented a real threat.
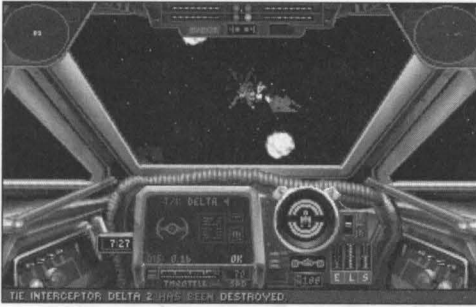
Shooting down TIE Interceptors

I finished off the Zeta TIEs quickly, but stayed close to the transports as Alpha and Beta came closer. I used torpedoes to take out the leaders from a distance, then closed with my cannons to finish the wingmen. This was pretty much the same tactic I had used in my previous mission. I noticed that a new wave of T/Is was launched as I destroyed the first. After Alpha and Beta were destroyed, I waited until the rescue mission was complete and *Rescue 1* and *2* made it into hyperspace. When the Mission Complete message flashed on, I hypered out as well.

Toward the beginning of the mission, the CMD will display two TIE fighters from group Zeta when queried. They are Novices—so ignore them unless they really become a problem. Also, note that the briefing is misleading, as you do not have to destroy any of the Transports.

It's not really necessary to go so slowly. If you want to take a chance, fly more quickly to ID each transport, then loop around and destroy troop Transports and disable the ones with prisoners. Of course you don't have to destroy any Transports to complete the mission.

*** SPOILER ***

There are two groups of six transports. The ones carrying the prisoners are No. 4 of the first group and No. 5 of the second. At the start of the mission, cycle forward through the target list to the fourth transport and assign it to a memory location. Then cycle forward seven more times and assign this one to a memory location. Go after this one first, then carry on as above.

You can achieve maximum score by killing the disabled transports, (after the prisoners have been rescued), and all of the other transports.

> Then fire at least one blast at each frigate to get them to launch additional TIE Interceptors that will come after you. (There are 80 in all, and they are Top Aces!)

Debriefing (Win Conditions)
TRN *Lambda 4* and TRN *Omicron 5* must be boarded by *Rescue 1* and *2*, who must then survive.

I arrived at the hangar on the *Independence* just as the rescued Sullustan prisoners were being escorted from the shuttles. Their wide eyes blinking in the bright light, they seemed momentarily disoriented, but quickly began chattering to themselves in high-pitched voices, looking around and pointing at various ships and other features in the hangar. Another Sullustan came up to the group. He was dressed in Rebel uniform and I recognized him as a navigator aboard the *Independence*. The Rebel Sullustan greeted the newcomers in their language and they fell silent as he gave some sort of speech. Then they all began talking at once.

I was turning toward the exit, on my way to report for debriefing, when I heard my name called in a sibilant, high voice.

"Lieutenant Farlander? Sir?"

I looked back. The *Independence* navigator stood facing me, his large, coal-black eyes unblinking, his oversized ears twitching slightly. Behind him stood the entire group of Sullustan prisoners, likewise favoring me with their disconcerting gazes. I had met the navigator once before, a very mild, kindly being whose name was Chiithii'n or something. I never could figure out how to pronounce it, let alone spell it. But I did my best. I saluted.

"Lieutenant Commander Chiithii'n," I answered.

"Lieutenant, my friends from Sullust wish to thank you personally for your role in securing their rescue from the Empire. They want you to know that if you should ever happen to visit our home planet, they will feast you on the choicest drutash grubs from the deepest caverns of Sullust and bathe you in our most caustic green mud from the hot springs at Piringiisi."

Unsure how to respond, I gave a half bow. They came up to me, touching my face with their delicate fingers and speaking very broken Basic. Finally, an officer from protocol came with a droid who spoke to them in their language. They all laughed and followed the officer after waving good-bye to me. I hurried to meet Commander Lagrane and complete my belated debriefing.

For two weeks we flew routine missions while high-level negotiations took place between the leaders of Sullust and the Rebel High Command. Finally a summit meeting was arranged. Hamo was ready for action again, and we were assigned to fly CSP (combat space patrol) for the event.

OP 9: DIPLOMATIC SUMMIT AT SULLUST
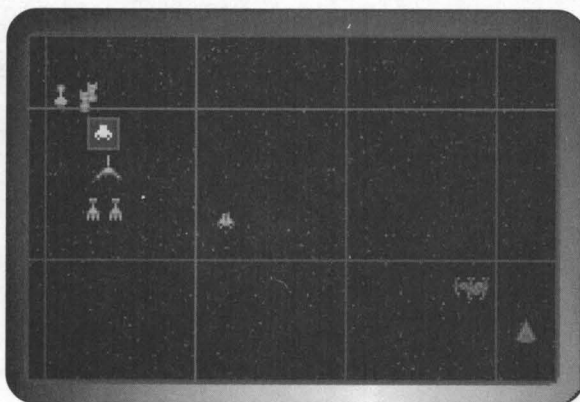
File Name: sullust

Mission Briefing

Protect the Sullustan leadership and their staff during a meeting with the Alliance. The Sullustans may be convinced to aid the Rebellion, so you must protect this summit.

Farlander's After-Action Report

We dropped out of hyperspace and surveyed the meeting location. It was all clear, and a few seconds later the rest of the summit participants began to arrive: two Corvettes, four transports, the Frigate *Sor-SuLL II*, and two shuttles. I began my normal mission start sequence and stayed close to Hamo, my flight leader, as

Escort the diplomats.
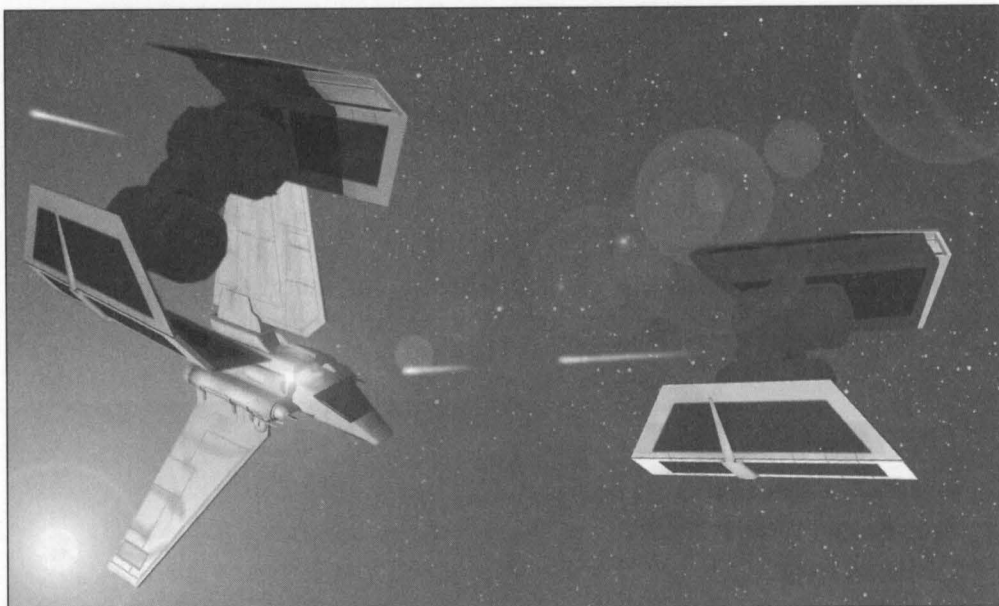
Watch over the Alliance ambassador.

the shuttles and transports began their slow dance around the larger ships. We saw no sign of Imperial intervention, but kept our eyes open.

A few minutes later, the Star Destroyer *Invincible* appeared behind the *Sor-SuLL II* and launched TIE Interceptor group Alpha, followed shortly by TIE bomber group Zeta. Each group consisted of three ships. I figured Hamo, out of real action for some time, would happily handle the threat without much help, but I wasn't about to let him go in alone.

The first two groups were rather poor pilots, and we took care of them quickly, firing torpedoes at the bombers, then destroying the T/Is. A second wave launched almost immediately, but they, too, flew poorly and we had no real trouble with them.
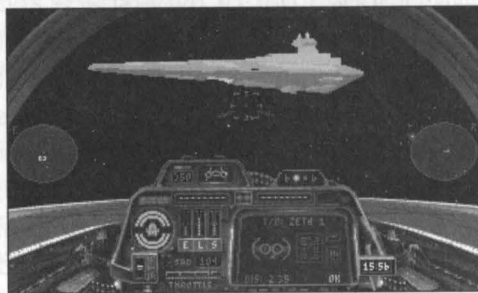
Target the bombers and destroy them quick!
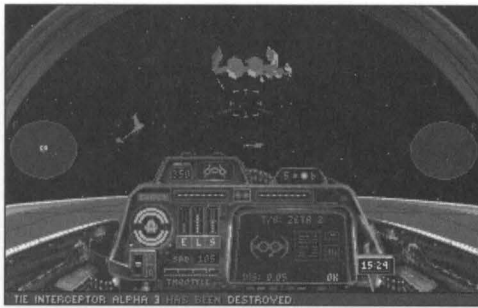
Bombers are priority one.
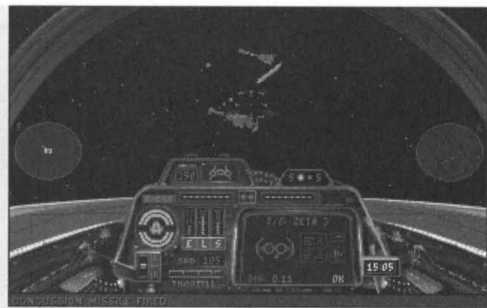
Destroy bombers with missiles.

No new threats appeared and we kept the meeting safe until, finally, the last ship jumped. As soon as the *Sor-SuLL II* hypered out, we saw the Mission Complete message and followed.

Switch to low detail because of all the large craft in this mission (unless you have a very high speed machine). This is not a very tough mission, but if your dogfighting ability isn't up to it, leave one TIE Bomber from group Zeta alive. It won't destroy either of the Corvettes by itself.

Debriefing (Win Conditions)
All friendly ships except the two Corvettes and your own flight group must survive.

"Well, now we know why the Imperial attack on the summit was so feeble," said Hamo, bursting into my cabin unannounced.

Looking up from a holo-novel, I asked, "What do you mean?"

"Look, kid. Didn't you wonder why the Empire would send a Star Destroyer after the meeting, then launch some bunny pilots at us? It was just a diversion!"

"Diversion for what? Can't you get to the point?"

"Sure. The point is they got the Sullustan leader. While we were out there meeting with the delegation, stormtroopers kidnapped the Sullustan leader. So what are you waiting for, rookie? Let's go."

"Hey," I called as I followed him out the door. "Where are we going? And who you calling rookie?"

OP 10: RESCUE SULLUSTAN LEADER
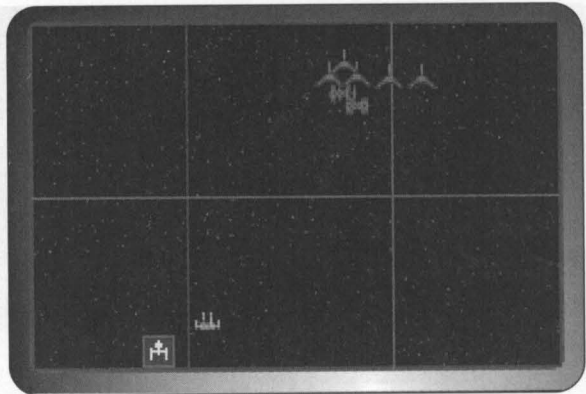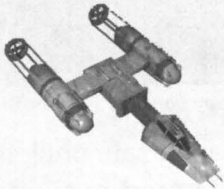
File Name: ack-hard

Mission Briefing

The Empire has kidnapped the Sullustan leader. You must rescue him from the Empire in order to secure Sullust as an ally of the Rebellion. You will drop out of hyperspace about three klicks behind a formation of five Imperial Shuttles escorted by a half-dozen TIE fighters. They are on their way to the Star Destroyer *Invincible* 22 klicks distant. With your Y-wing, you must identify and disable the shuttle with the Sullustan leader. You will be accompanied by a pair of X-wings.

Farlander's After-Action Report

Well, I'm not sure why I got to fly the Y-wing while Hamo got an X-wing. Maybe it had something to do with my success when I rescued the prisoners. Whatever the reason, I had the job of identifying and disabling the shuttle with the Sullustan leader in it.

I began my start sequence, but dropped throttle to ⅓ and switched to lasers. A quick survey of the CMD showed me that TIE fighter group Alpha was about to turn and attack me and I figured I'd take out at least one in a head-on pass. Then I switched to torpedoes as the remaining T/Fs continued past me and fired one torpedo at each shuttle — not to destroy them, of course, but to weaken their shields.

Now I noticed that some shuttles turned to fight back, clearly not the
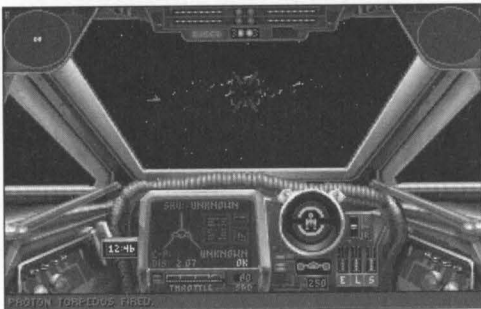
Firing on the shuttles.
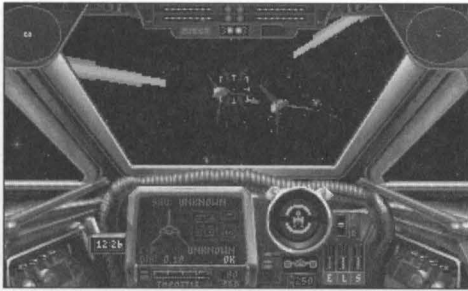
These shuttles fight back.
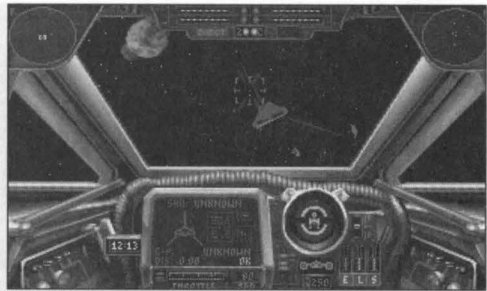
On the tail of a shuttle.
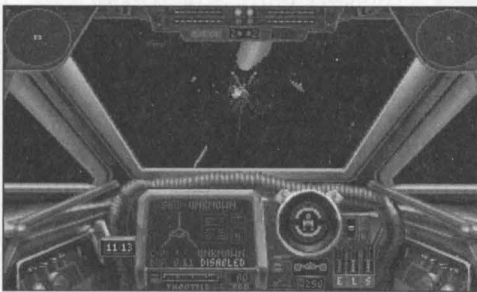
This shuttle is disabled.
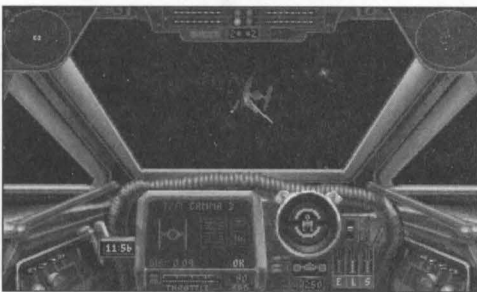
Using cannons to take out TIEs.

ones with the prisoner. I reselected my lasers and took them out. The one remaining shuttle was the one I had to disable. It was still on course for the *Invincible*. So I wouldn't lose it, I targeted it in the CMD and assigned it to a memory location, using the Wotan Weave as I closed in, because the remaining TIEs from group Gamma were on my tail. Some TIE Interceptors from group Beta seemed to want to join in as well, but I couldn't take time to fight them yet. I had to disable the shuttle before it got too close to the *Invincible*.

Switching to ion cannons and checking that they were on dual-fire, I disabled the shuttle as soon as I was in range, then switched back to lasers.

The Alliance Shuttle *Rescue 1* jumped in once the shuttle was disabled. Now I had to protect both shuttles until the mission was complete and the Sullustan leader had escaped into hyperspace.

I brought *Rescue 1* up in the CMD and assigned it to the next memory location. At the same time, I checked the computer and noticed a new TIE Interceptor group, Delta. I targeted Delta 1 and assigned it to a memory location then turned my attention to the TIEs nearest the shuttle. I concentrated on T/I Beta group as my highest immediate priority, determined to eliminate them before T/I Delta came in range.
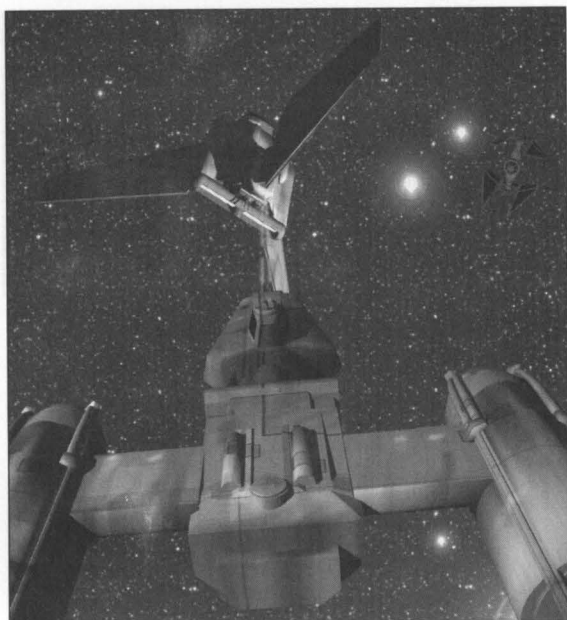
Next, I brought up Delta 1 in the CMD, switched to torpedoes—I had three left—and fired as soon as I could lock on, one for each Interceptor. They avoided engaging me, going instead toward *Rescue 1*, so I was able to get good shots. If I had missed with any torpedoes, I would have had to redirect all my shield power to the engines and set the cannon recharge rate to one step above normal to get enough speed to catch up with them and still be able to keep firing.

As soon as these Interceptors were destroyed, the *Invincible* launched more of them. I turned toward the next wave, reset the shield recharge rate to normal, and began transferring cannon power to the shields until the shields were fully charged again. This time I had to engage the new wave of T/I Delta with lasers. Once again I redirected all shield energy to engines in order to keep up with them.

The good news was that once I eliminated this group, *Rescue 1* had completed its mission. I got the Mission Complete message once it had jumped to hyperspace. With the shuttle gone, the Interceptors homed in on me, but I decided to stick around and shoot them up, even though the mission was over.

The Invincible *keeps launching T/Is.*

TIE Interceptor, point blank

The Imperial Shuttles are more dangerous than the TIE fighters, so you may want to destroy them first—except, of course, the one carrying the Sullustan leader. Then disable the one with the Sullustan and worry about the TIEs once everything else is taken care of.

*** Spoiler ***

As you cycle through the target list, the last Shuttle of the five is the one with the Sullustan leader. Stay back about 1.5 klicks from the Shuttles and fire off two torpedoes at each of the four other Shuttles. They won't turn to engage you unless you get within 1 klick, so this will allow you to eliminate them without having to dogfight. Of course, you're still going to have a tough time with the TIE Interceptors, but try to stay between the rescue shuttle and the *Invincible* and follow the procedure given above for dealing with the second wave of T/I Delta.

Debriefing (Win Conditions)
SHU *Kappa 5* must be boarded and SHU *Rescue 1* must survive.

Lagrane was characteristically dour, even following an exceptionally fine mission. Oh, the occasional smirk would force itself onto his lips like a brief distortion of time/space, but today his expression was especially linear and dull, almost as if he were holding back emotions following some great tragedy. I wondered what could have gone wrong and a hundred catastrophes burst forth, full blown in my imagination. I sat and did not dare speak.

I think he held the moment as long as he could, then, finally, he broke into a great smile, a very un-Lagrane sort of thing that almost frightened me more than the tragic look, and said, "Welcome back, Captain Farlander." He held in his hand a set of Captain's epaulets and proffered them to me.

I took the patches from his hand and stared at them. "Thanks," I said. I couldn't really think of anything else. I wondered briefly what being a Captain

would do to me, and if anything would change, but I was tired after the strain
of the past few missions and, making a few quick excuses, made my way out
of the debriefing room and into the corridor.

Of course, my retreat into solitude was not to be. Hamo was there with a
few friends. Jan-lo, Gart, and a surprise.

"Hey, kid. Not bad." Hamo slapped me on the back, then stood back and
saluted, which prompted me to blush and pull his hand down. He pretended
to struggle with me, throwing a few shadow punches which I blocked ineptly. I
was amused, even touched, but my attention kept returning to the figure
standing just a little back from the others. After a few more moments of joking
and small talk, I excused myself and walked over to her.

"Lynia."

"Captain." She half smiled and her eyes twinkled with azure and
aquamarine. Like some gemstones, her eyes seemed to change when seen
from different angles. I was in danger of becoming lost in them. I mentally
shook myself awake.

"I thought I would never see you again."

"I promised to come visit you, didn't I?"

"But it's been . . ."

"I've been gone," she interrupted. "With Mon Mothma. We just got back
to the *Independence* today. But I've been hearing about you. It seems you've
achieved your dream."

"My dream?" I asked.

"To be a starfighter pilot and blow up Imperial ships."

To be honest, the Keyan Farlander who had ridden up on the planetary
shuttle from Agamar with this young woman seemed so long ago and so far
away that it took me a moment to realize what she was talking about. I no
longer dreamed of doing anything other than what I was doing. When I flew in
a starfighter, I was more at home than anywhere else I had ever been.
Certainly more at home than I was standing before Lynia and realizing how
happy I was to see her again.

"I guess you're right. I . . ."

"Keyan!" It was Hamo. "Are you coming? We're going to have a party!"

"I . . . I'll be right behind you. I'm coming."

"OK. Come on, then. And bring your friend."

"Yeah," echoed Jan-lo. "Come on, Keyan. This is your party."

"You go on," said Lynia. "I've got to get back anyway." She must have
seen my disappointment because she smiled and kissed me on the cheek.

"I'll be back soon." Then she turned and walked away and I watched her until she rounded the corner at the end of the hallway. I could hold my own against five-to-one odds in a starfighter; you'd think I'd have better defenses against one female with mercurial eyes.

I only saw Lynia on two other occasions before she had to ship out with Mon Mothma again. We were rapidly becoming friends, but there was still a reserve. I knew she liked me, kept tabs on me. But she would always make our meetings short and wouldn't let things get too personal between us. Not knowing if I would ever see her again made the frustration even worse.

But duty called, and we went out on sorties nearly every day. Some were uneventful scout missions or escort details where no enemies showed up. Then, every once in a while, a really significant mission would drop in our laps without warning.

OP 11:
CAPTURE STAFF
FROM CYGNUS
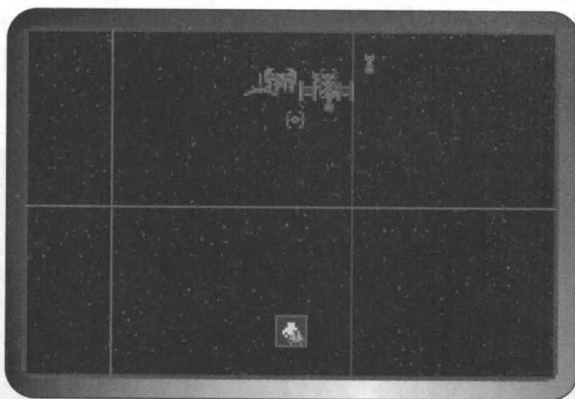
File Name: cygnus

Mission Briefing
Lead a raid on the Cygnus Corporation's starfighter performance trials and capture their technical staff.

Farlander's After-Action Report
I was flight leader and Jan-lo took the wing position as we popped out of hyperspace practically in the middle of an uncomfortably large number of Imperial ships. Fortunately, many of them seemed inert and posed no threat. We were looking for the transport that carried the Cygnus technical staff. Our job was to protect the strike team until they could escape.
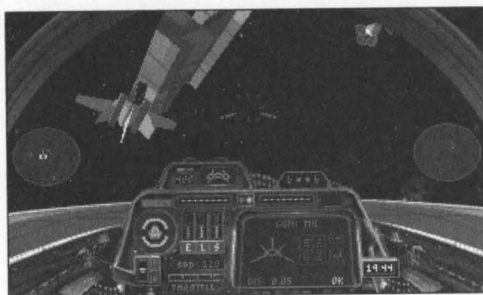
Targeting Gunboat Mu.
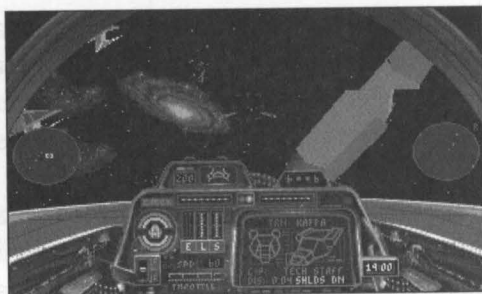
Find the technical staff.

I went through my start of mission check out procedure, and, while Jan-lo attacked some stationary craft, crippling or destroying them, I cycled through the target list until I found a transport. I headed toward it and passed close by to ID it. I continued to ID transports until I found the one carrying the Cygnus staff. This one I assigned to a memory location.

When the Rebel Transport *Lightning* arrived with the strike team I brought it up in the CMD and assigned it to another memory location. As soon as I had identified TRN *Kappa*, TIE fighter group Zeta appeared in the target computer. Time to take on some enemy starfighters!

Another Imperial Transport

Breaking up a T/I formation.

T/F Zeta attempted to destroy the *Lightning* but I prevented them. Two more waves followed the first from group Zeta. When I attacked Dock 2 (the second freighter in the target list), two waves of TIE Interceptors launched from Dock 1. I fought them and then, after the technical staff was captured, I
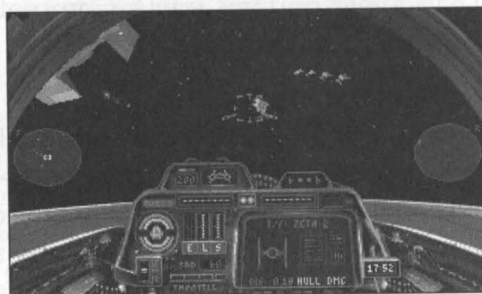
Shooting Zeta 2.

destroyed TRN *Kappa*. This seemed to trigger the launch of two more waves of TIE fighters from Dock 1. I proceeded to destroy everything, even after the *Lightning* was safely away and I got the Mission Complete message.

C.O.'s Analysis

"Nothing new to report, sir. Just the usual TIEs and transports," I was telling the Commander. Then I remembered. "There was something unusual . . ."

"Unusual?" asked Lagrane.

"Yes. There was a heavy craft, strange shape. Not a capital ship or a transport, but a little like a transport. It appeared to be

Rear view of freighter and transports.

shooting at some TIE fighters and carried heavy shields. Someone called it a 'gunboat,' sir. Never saw anything like it before."

"A 'gunboat,' you say?"

"That's what Jan-lo called it. Whatever it was, I'd bet it wasn't there to make our lives any easier."

"No. You're right about that. We'll have to study the holo films from the mission to see what we've got here. OK, Captain. Good work. You're done."

"Yessir." I put the gunboat out of my mind for the moment and headed to the pilot's lounge for some R & R.

Debriefing (Win Conditions)

TRN *Kappa* must be boarded by TRN *Lightning* which must then survive.

My promotion to Captain had changed my life very little. Maybe I noticed a little more deference on the part of junior officers and perhaps a look of jealousy from some of the pilots, but all in all, I was just the same Keyan Farlander I had been before. The one big exception was the meetings.

Now, I'm not fond of meetings, preferring to spend my time resting, socializing with the other pilots, or practicing in the simulators. But now I was

required to attend more planning meetings. That's how I learned of the plan to blow up the *Invincible*, one of the Emperor's premier Star Destroyers.

"We've discovered a massive explosive device the Empire has created. We don't know what they want to do with it, but we think it would be effective against a Star Destroyer."

We stood around a large war map in one of the planning rooms. Commanders S'man and Lagrane were there, as well as a few other Commanders and Captains. Hamo was there as well. I spotted old Halley Kadorto sitting in a corner of the room. He waved cheerily, and I waved back quickly.

"How do you think we should go about securing it?" asked Lagrane.

"We've intercepted some transmissions and decoded part of them. The device is scheduled to be loaded onto a freighter at the Celanon space port."

"But we'd never get away with a raid there," interjected Marskan, who usually flew with Blue Squadron.

"No, that's correct. Celanon is too busy and too well defended," agreed S'man. "However, the freighter appears to be bound for one of the deep space transfer zones the Empire has been using for the past couple of weeks. It's heavily mined, but otherwise lightly defended most of the time. We think we can get in and capture the freighter before the Imperials can respond. We'll assemble a small team. The first phase is to destroy the minefield. Then we'll send in a boarding party and capture the weapon." He turned on the field map and began entering in data from the computer. Soon, a large minefield took shape. "Let's look at how we'll approach the minefield and where the hyperspace jump points should be," he continued. It was my first taste of mission planning. I began to find it interesting, after all.

HAN: It's not wise to upset a Wookiee.

C-3PO: Nobody worries about upsetting a droid.

HAN: That's 'cause a droid don't pull people's arms out of their sockets when they lose. Wookies are known to do that.

C-3PO: I see your point, Captain. I suggest a new strategy, R2. Let the Wookiee win.

OP 12: RECOVER EXPLOSIVE WARHEAD
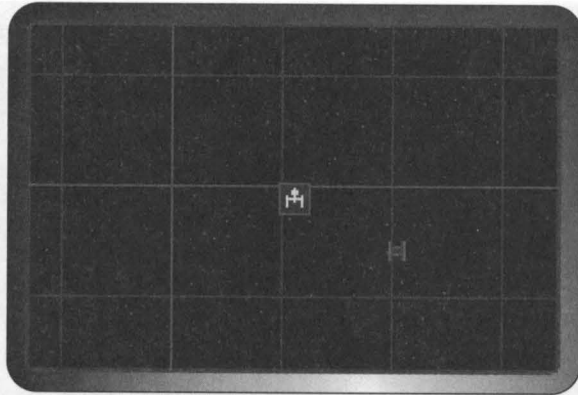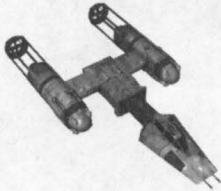
File Name: max20

Mission Briefing

Capture a massive explosive device from the Empire. It will be used in a modified shuttle to blow up a Star Destroyer. You will lead this effort. There are 18 mines in the minefield surrounding the target freighter and these must be cleared so the Shuttle *Herald* may safely board and capture it.

Farlander's After-Action Report

During my start of mission systems check, I turned away from the minefield and charged the secondary shields on my Y-wing to maximum. Then I headed for the mines, my throttle at $1/3$ and my recharge rates on full. I decided to leave my lasers on single-fire, since a mine would explode with one hit, and I could shoot faster in single-fire mode.

Shooting a mine at point-blank range.

No more mine

I came in carefully, bringing up a mine and shooting almost in one quick series of motions. I watched my shield levels carefully, transferring energy from lasers to shields to keep them charged and redirecting the shield
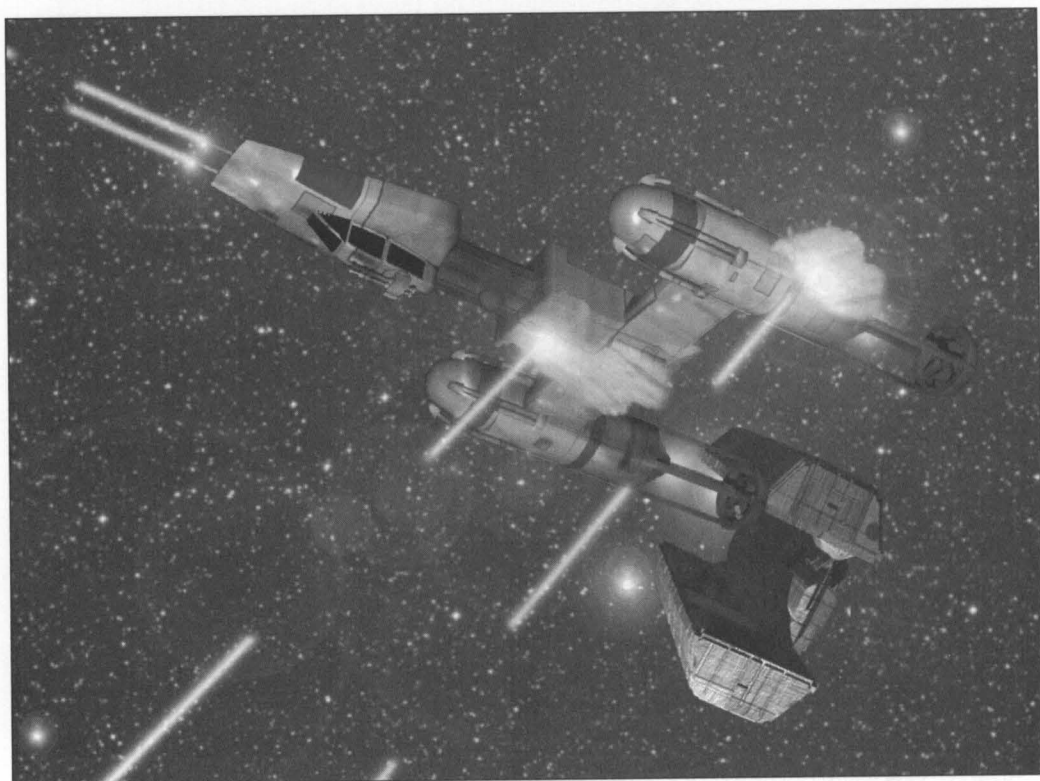
power to keep the coverage even, fore and aft. I had to break off the attack once to reset and recharge.

As soon as I had cleared all the mines, I switched to ion cannons in dual-fire mode and proceeded to disable the Freighter *Gafra*. I throttled up to full power and began to patrol the area while the *Herald* came in to capture the *Gafra*. We figured it would take about one minute to complete the capture once docking had been accomplished.
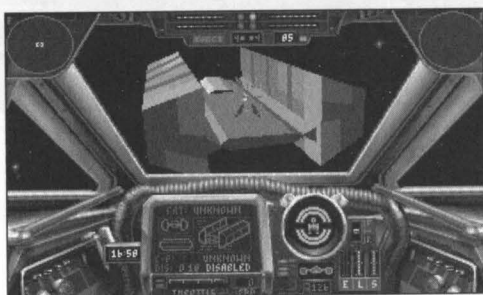
Disabling the Freighter.
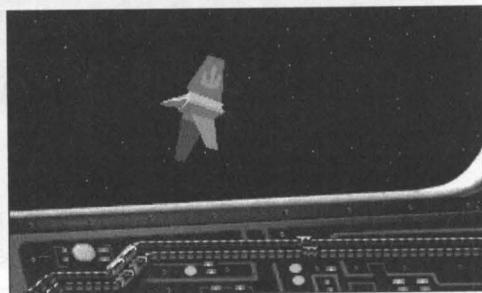
The Herald
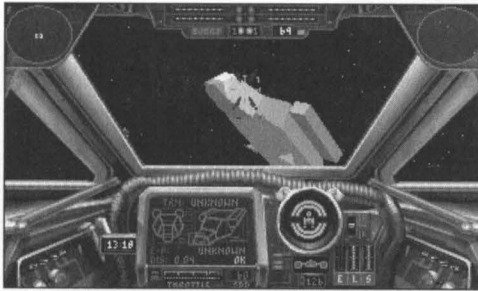
Torpedo the Imperial Transports.
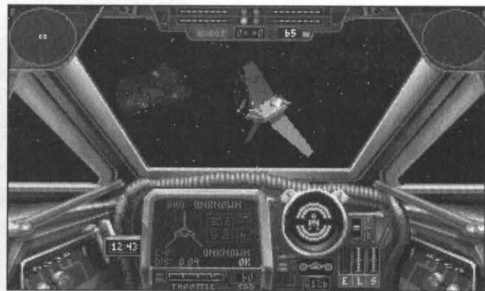
Use cannons when you run out of torpedoes.

As soon as the *Gafra* was captured, the *Herald* hypered out. At the same time, Imperial reinforcements arrived—two shuttles and two transports. Quickly, I determined that the shuttles were going after me, but the transports were after the *Gafra*. I took evasive maneuvers to avoid fire from the shuttles, but I kept my computer locked on the transports. I switched to torpedoes and set them up in dual-fire mode.

The transports weren't going to make it easy, and I had to fire my torpedoes at practically point-blank range, keeping one eye on my shields since the shuttles were still after me. I knew I could not afford to miss, but it was hard to get a solid lock. I concentrated on getting rid of the transports as quickly as possible, then got my chance to go after the shuttles. While I was hunting them down, the freighter escaped into hyperspace.

C.O.'s Analysis

"Good job, Captain. No complaints here. I did want to give you some advice from the computer analysis, however. Read this and see if any of it makes sense to you." The commander handed me a holo which I plugged in and read:

> "Keep speed at maximum, lasers at full and shields a notch below full when attacking a minefield. Use dual fire-linked cannons for additional targeting opportunities. Once the mines were taken care of in the mission under analysis, pilot could have weakened the freighter by shooting three torpedoes into it, saving the rest for the transports when they arrived. Then transfer energy to ion cannons to disable the freighter with supercharged shots."

Debriefing (Win Conditions)

The FRT *Gafra* must be recovered.

When I finished debriefing, I headed back to my cabin and found a message flashing in the comm-puter. I accessed the message idly, one hand unbuttoning my shirt, when I stopped dead still. The message was from my aunt and uncle on Oorn Tchis!

> Dear Keyan,
> We hope this message finds you well. We thought you would want to know that your sister is being cared for around the clock. We still have hope, though she is not responding to treatments. The doctors say she has a strong will and that we should not give up hope.
> Rest assured, Keyan, that everything is being done for her. We are truly sorry for all that has happened.
> May the Force be with you,

The message was signed "Aunt Mimya and Uncle Trinn." It was dated almost a month before.

TOUR OF DUTY #2—
THE GREAT
SEARCH

It took me only an hour to discover just how hard it was to send a message to anyone outside. It took me days to go from Communications to Logistics to Sector Command back to Communications (to someone completely uncommunicative) to Intelligence and finally to Logistics again. In the end, I was assured that my message to Oorn Tchis might arrive in a few weeks. Or it might not. Generally, I was discouraged from trying to send any more messages.

When I wasn't trying to get by the numerous clerks and petty officers controlling outside communications, I kept mostly to myself. Hamo was gone on some assignment off-ship, and Jan-lo had begun some additional duties as a junior trainee with Intelligence. And only the Force knew where Lynia was.

So I guess I missed some of the elation that had affected the other pilots and ops crew. We had beaten Operation Strike Fear, people were saying. We had blown up the *Invincible*. We could defeat the Empire. There was a sense of hope and anticipation among the crew on the *Independence*, a sense of growing confidence. It lasted right up until Admiral Ackbar gave his speech.

It started out all right. "Beings of the Alliance, I have come to congratulate you," he told us, standing on the stage at the back of the large assembly hall. "And to warn you," he added.

My mind was ahead of him, or so I thought. He would deliver the standard speech about overconfidence so we would realize that the Empire was still a tremendous power and a genuine danger, that the *Invincible* was only one Star Destroyer and the Emperor had a lot more. That's what I expected him to say. I whispered something to that effect to Jan-lo, who sat next to me, but she gave me one of those looks that says, "Behave yourself," and returned her attention to the Calamarian admiral.

"We have beaten Operation Strike Fear," he began simply, his huge dark eyes blinking slowly in the brightness of the podium. He turned his domed head back and forth, deliberately including everyone in the room. "You have beaten Operation Strike Fear."

We all cheered. Even me. We had done it, hadn't we?

The uproar died down while the admiral waited, and soon just a small undercurrent of whispering and murmuring, coughing and foot shuffling remained as general background noise. Ackbar continued. "Now you must prepare for something far worse." He paused. "*Far* worse."

Had someone just dropped a muffle on us? Or sucked all the air from the room?

"We have reliable information that the Empire is developing a terrible secret weapon," the admiral went on without seeming to notice the deflated mood of the room. "We don't yet know what it is, or where it is, but we must find out. If our information is correct, it is a weapon so powerful it could destroy whole planets, obliterate civilizations, wipe out species, and give total dominance to the Empire. The fate of the Alliance, and of all free beings, rests with you, my friends. I ask you only to do your best."

Ackbar went on somewhat longer, but I hardly heard what he said. I was busy trying to imagine what this super weapon could be, and in my imagination, I conceived endless horrifying variations on its power and its effects on the human body. I'd guess there were others in the room thinking the same way.

General Dodonna took the stage when the admiral was done. He outlined the objectives worked out by the High Command.

"First, we must discover everything we can about this new secret weapon.

"Second, we will try to obtain its technology or the technical specifications for the device itself.

"Third, we are developing a plan to destroy another of the Emperor's Star Destroyers.

"Finally, as always, we will respond to opportunities as they present themselves.

"Any questions?"

✗ ✗ ✗

I met Lieutenant Cardacs just after he was assigned to the wingman position in my flight element. We had been briefed on an emergency rescue mission and were on our way to the hangar.

"It's good to meet you, Captain Farlander. Cardacs here." We shook hands without breaking stride. Cardacs was a young man with sandy hair and pale green eyes. He wasn't what you'd call handsome, I guess, but he didn't seem the type to notice. His face was darkened by exposure to some kind of radiation, and there were white circles around his eyes where he must have worn protective goggles.

"Just transferred in?" I asked.

"Right. Been knocking about with some rogue squadrons in the Outer Rim. Sector command, a little planet duty. You know."

"These protection missions are tough," I told him, looking for something to say.

"Yeah. I know. I'll stick close to you, Captain. You know, I have a special interest in this mission."

"Oh?"

"Yeah. I had a friend we think was captured and sent to Mytus VII. I'm hoping he's one of the ones we're going after. Good pilot. Good friend."

"Let's make sure we get him," I answered as the hangar door irised opened before us. "Time to go."
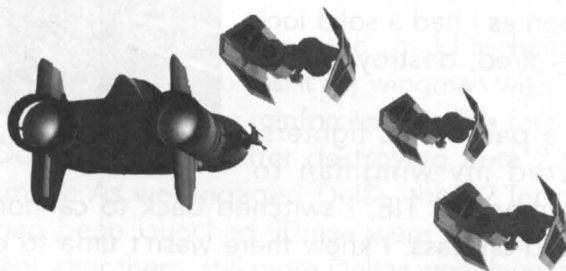
OP 1:
RESCUE FROM
STAR'S END
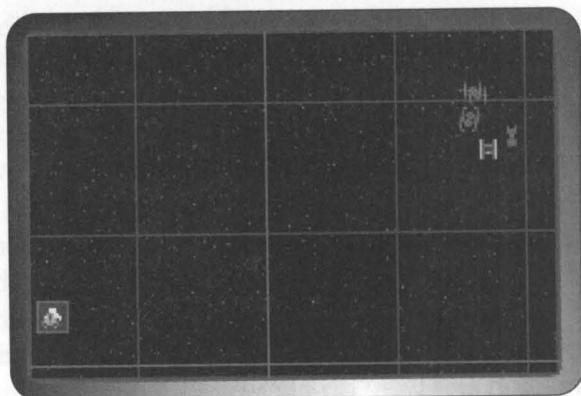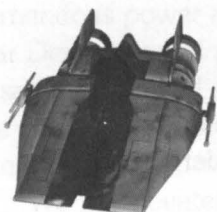
File Name: starsndb

Mission Briefing
Rescue our escaped pilots who have hidden aboard a freighter. Destroy the Imperial Transport and secure the area for a Rebel Rescue Shuttle. The freighter will be approximately six klicks from your hyperspace entrance point. An Imperial Transport will be preparing to board it and there will be a pair each of TIE fighters and TIE Interceptors patrolling the area. The Star Destroyer *Intrepid* awaits 11 klicks away.

Farlander's After-Action Report
I led my two-ship A-wing flight element into the area and immediately sped toward the Freighter *Genue*. With the Imperial Transport already in the process of docking, I knew I didn't have much time. Therefore, I left all my energy settings as they were to keep my speed at 120.

I ordered my wingman, a new transfer named Cardacs, to attack the second of two TIE Interceptors that were coming towards us. I targeted the leader myself and switched to missiles. As soon as I had a solid lock on my target I fired, destroying him as we passed.

Next was a pair of TIE fighters. Having ordered my wingman to

Taking care of the Interceptors

attack the number two TIE, I switched back to cannons to take out the leader in a head-on pass. I knew there wasn't time to get caught up in a
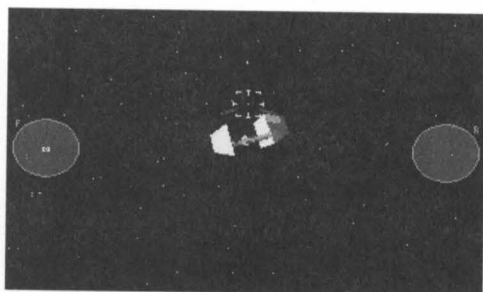
Closing in on the freighter.   *Freighter and transport.*
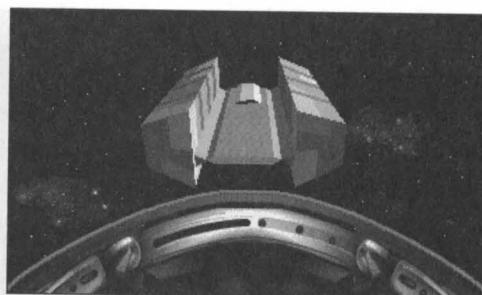
dogfight, but I got lucky and took out Beta 1 in another head-on pass. Now I was closing on the freighter.

The transport had docked, but I knew I should still have a minute or so. Since I didn't want the *Genue* to be in the line of fire, I reduced throttle to $1/3$ and positioned my ship behind the transport for a clear shot at point-blank range. Switched to missiles again and selected dual-fire mode. Brought my speed to zero and reset cannon and shield recharge rates to maximum. As quickly as the launcher would let me, I fired four missiles to wipe out the transport's shields and damage its hull. Then back to cannons for the *coup de grace.*
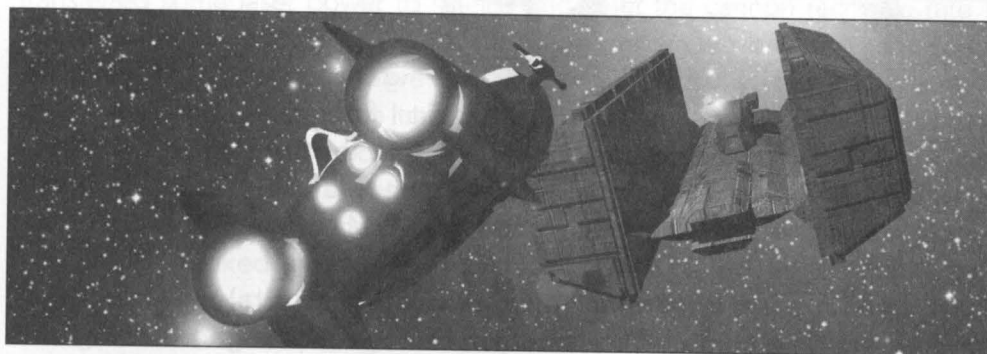
Returning to full throttle and resetting the shield recharge rate to the normal 50 percent position, I went to assist my wingman with T/F Beta 2. At this point the *Intrepid* launched some reinforcements—a four-ship group of TIE fighters from Delta Squadron. After destroying Beta 2 we turned to engage the newcomers. As we engaged Delta, the R2 let me know that more TIE fighters had been launched. These were replacements for Beta Squadron. As we went after them, still more Deltas were launched!

By now we were within gun range of the *Intrepid*, but I figured as long as we were dogfighting, the constant maneuvering made us very difficult targets. I was wrong, and my miscalculation had a heavy cost. My wingman was caught by enemy fire and destroyed.

Then a three-ship formation of TIE Bombers (Eta) was launched. Recognizing the danger the bombers posed I decided to ignore the fighters for now. I switched to missiles and reset them to single-fire mode. Redirecting cannon energy to the engines allowed me to move quickly into range. As soon as I was in missile range, I reset the recharge rates for lasers and shields to maximum to help reduce the rate of closure so the computer would have time to get a solid lock. I proceeded to take out all three with one missile each. A replacement wave of TIE bombers was launched and I eliminated them the same as the first. Sometime during all the action, I noticed that the Shuttle *Drago* had arrived with the Rescue team.

I switched back to cannons and went after the nearest TIE fighter. There always seemed to be three or four chasing me. I quickly took out a couple of them, then came a group of three TIE Interceptors from Gamma Squadron. They seemed to be headed directly for the rescue shuttle! I targeted the leader of the Interceptors and chased him down. Same for Gamma 2. Gamma 3 got past me so I switched back to missiles—I had only one left—and got him with it. Figuring there would be a replacement wave for T/I Gamma, I turned back toward the *Intrepid*. Sure enough, one was soon launched, but I still had several TIE fighters from Beta and Delta chasing me, so I had to weave until I was in range to engage them.

During this battle the Rescue Team completed their capture of the *Genue*. I kept after Gamma until they were eliminated and I got the message that the *Drago* and *Genue* were safe. I finished off the last of the TIEs near me and hyperspaced home.

C.O.'s Analysis

Lagrane wasn't in one of his better moods. But then, neither was I. I hadn't known Cardacs more than a few minutes, but that didn't make me feel less guilty over his death. And the computer analysis of my mission revealed some flaws in my strategy as well. The Commander was explaining it all to me.

"There was enough time at the beginning of the mission that you could have transferred some laser power to shields and reset the cannon recharge rate to maximum as you closed the distance. This would have brought your speed down to 90, but that would have been fast enough. Also, you could have saved your missiles and blasted the transport with cannons instead. This would have allowed you to use missiles on the TIE bombers and Interceptors that came later. More importantly, better attention to your inflight map might have alerted you to your wingman's situation and you might have been able to come to his aid."

I think I looked like a whipped musti pup because Lagrane suddenly lightened up a little. "Look, Farlander, he was an experienced pilot. He knew the risks. You act like you never saw anyone frag before."

"Never a wingman, sir," I answered, aggrieved.

"It happens, Captain. Let it go. Learn from it and go on. Next time, it could be you."

That was a pleasant thought!

Debriefing (Win Conditions)

SHU *Drago* must dock with and capture FRT *Genue*. Both must then survive. TRN *Lambda* must be destroyed.

The next day the rescued pilots were taking a break from their extensive debriefing. There were three of them in the mess grabbing a bite. When I entered the room, I noticed them talking with some of the other pilots and looking my way. I paid it no mind and proceeded to collect some porf, which I had begun to like, much to my surprise. I sat alone, still brooding a little over the last mission and not really wanting company.

"You Farlander?" One of the rescued pilots, a Captain by his uniform, stood at the head of my table, leaning over with his hands placed flat on its surface. I looked up in surprise.

"That's me," I answered, a little defensive at the man's obvious breech of etiquette. I studied him, assessed him almost instantly. He was dark-skinned, hard-edged, and dangerous. "What do you want?"

"I'm Samuel Raider," he said as if it should mean something to me.

"I'm afraid you've got me there," I told him. "Do I know you?"

"You knew my friend," he said. He wasn't going to make this easy on me, whatever his problem, but something in his tone clued me in.

"You're Cardacs' friend," I said with sudden insight. He said nothing. "Listen, I'm sorry about Cardacs. He was . . . I didn't really get to know him . . . He said you were a great pilot," I added lamely.

"Just watch yourself," Raider said at last, then turned and walked back to his friends. They all sat there watching.

So much for gratitude.

I didn't see Raider again until I was called in to a squadron briefing the next day.

"This is Captain Raider," S'man was saying. "He recently escaped from Star's End prison, and he's brought us important information. It seems a slave ship carrying Wookiees is en route to a mysterious Imperial project. Wookiees are allies of the Alliance and we must attempt to rescue them." S'man nodded to Raider who continued the meeting.

"We think some of the Wookiees may have information about their destination." The new Captain was dead serious. "The rumors about a new weapon were everywhere at the prison, be we could never get close enough to anyone who had been there. Some of these Wookiees may know more. I'm going to lead a team of A-wings to get them back. I need two other pilots. You." He pointed at Jan-lo. "And you." He pointed at me!

Why would he choose me?

Then one of the other rescued pilots spoke up. "Hey, Raider. Come on. I haven't seen action in months. Let me go."

The captain turned to his friend and said, "OK, Toalagar. You're in. You and Farlander over there." He pointed at me again, and I had a distinctly unpleasant sensation, as if his finger was a charged laser cannon and I was its target.

OP 2: RESCUE WOOKIEE SLAVES
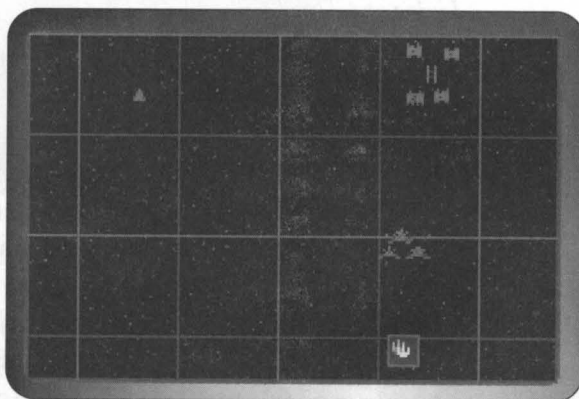
File Name: rescue1

Mission Briefing

You must capture a freighter containing Wookiee slaves. Look out for the new Imperial starfighter, the Assault Gunboat, which is now operational in this sector. You will be in the number three spot of a three ship group of X-wings. Three groups of Assault Gunboats are three klicks immediately ahead. The Star Destroyer *Intrepid* is about 12 klicks away and to the left. The freighter with the Wookiees is another six klicks beyond the gunboats and has a full TIE fighter squadron escorting it.

Farlander's After-Action Report

Went through the standard mission start procedure. Between us and the freighter were six of the new Assault Gunboats we'd been warned about. They all seemed intent on Red One and Two. My threat indicator wasn't even flashing! Maybe they thought the number three spot was for
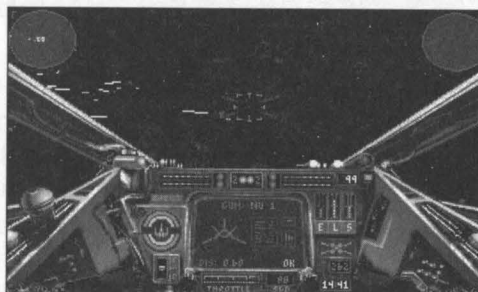
Targeting GUN Nu
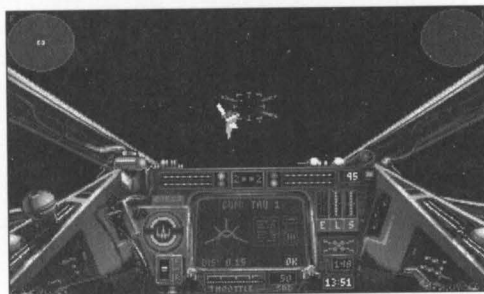
Lining up GUN Tau 1

Another Gunboat novas

rookies or something. Red One and Two proceeded with a head-on attack against the nearest enemy fighter, Gunboat Mu 1, while I made a flank attack with torpedoes. Red Two was lost to missiles in the first pass, but I managed to get off three torpedoes before anyone started to pay attention to me. By now I was in the thick of it with Red One and I fired one more torpedo at short range. The target evaded at just the right moment, so I decided to switch to cannons and get back to basics. At one point we both went after the same enemy and Raider's cannon fire raked my shields. Accident? Or not?

"Red Three," he called over the comm. "Why don't you go after another ship?" Finally, we destroyed all six gunboats and proceeded toward the freighter.
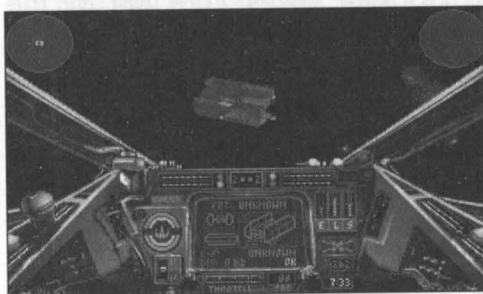
Approaching a freighter

Getting a bit closer than necessary to ID

The escorting TIE fighters were split into four groups of three each. They had the odds—six to one. It didn't look like a promising situation, but Raider was a good pilot and we managed to hurt them pretty bad pretty quick. After we'd cut their numbers in half, I figured it was time to confirm the identity of the freighter. Red One continued after the TIEs while I peeled off for an ID run, then I rejoined him.

The Y-wings came in a few moments after I identified the *Toral*. We finished off the last of the escort TIEs and someone on the Star Destroyer woke up and started sending reinforcements. This was a three-ship group of TIE fighters from Theta Squadron. These guys must have been ordered to stop the Y-wings because they were pretty single-minded about it! Which made it easy for us to get behind them and blow them away. By now the Y-wings had disabled the *Toral*, and *Rescue 1* had arrived.

As soon as we finished off Theta, a replacement wave launched, followed soon afterward by another flight of three from Zeta Squadron. We were so caught up with Theta that I almost didn't notice that Zeta had gone right by us. Apparently they were going after *Rescue 1* before it could escape into hyperspace. Worse yet, they were already more than two klicks away! I quickly transferred my cannon power to the shields and then redirected all cannon and shield energy to the engines. Switching to torpedoes—I still had two left—I targeted Zeta 1 and launched as soon as I got a lock. I was just about to launch the last one at Zeta 2 when I realized I was close enough for cannons.

As I reconfigured the ELS levels and transferred some power back to the lasers, I started shooting. *Rescue 1* made its jump and I finished off Zeta. Red One had finished off another wave of Theta, so I formed up on his wing and followed him out.

Debriefing (Win Conditions)
TRN *Rescue 1* must dock with FRT *Toral* and then escape into hyperspace.

I was stripping off my flight gear when Captain Raider came up behind me. I almost ducked. I was afraid he might blame me for Toalagar's death now.

"Farlander," he said quietly.

"What is it?" I said defensively.

"I just wanted to apologize," he said. "For the stray shots."

"Yeah?" I answered.

"Yeah. I was hot about Cardacs, but . . ." He hesitated, then said, "We lost Toalagar and that wasn't your fault. It was mine."

"Is that why you chose me for this mission. To check me out? Or to shoot me in the back?" I asked him, really locking eyes with him for the first time.

He looked a little shocked. "To check you out. Yeah. But to shoot you? What kind of pilot do you think I am, anyway?"

"A pretty good one from what I saw," I told him sincerely. "But you were . . . you seemed to blame me . . ."

"I was wrong. Let's leave it at that. Come on. I've got some drinking to do, and I need some company." He offered his hand and I took it. His grip was very firm and his eyes were steady. "Oh, and Farlander," he added as we strode up the path from the hangar bay, "you're not a bad pilot yourself."

As he started toward the hangar exit, I heard him say, more to himself than to me, "Yeah. You're OK."
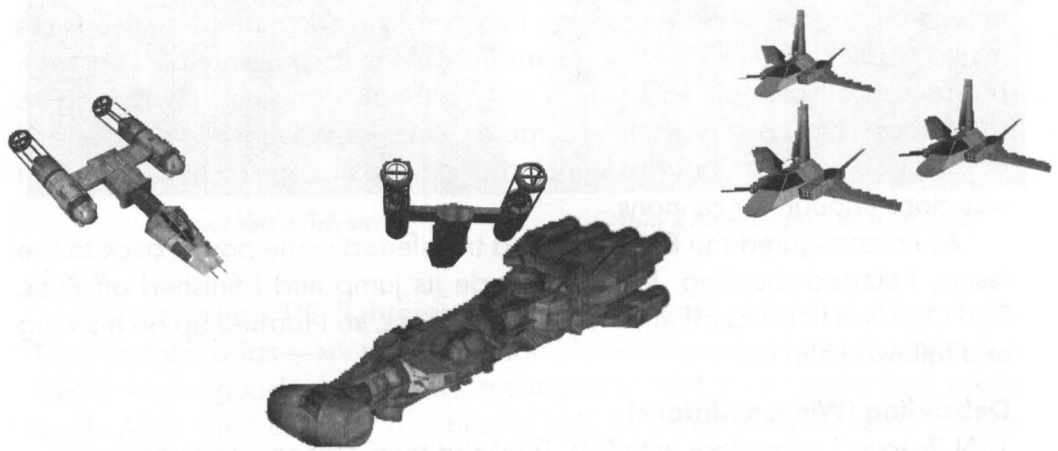
OP 3:
ATTACK
WEAPONS
CONVOY
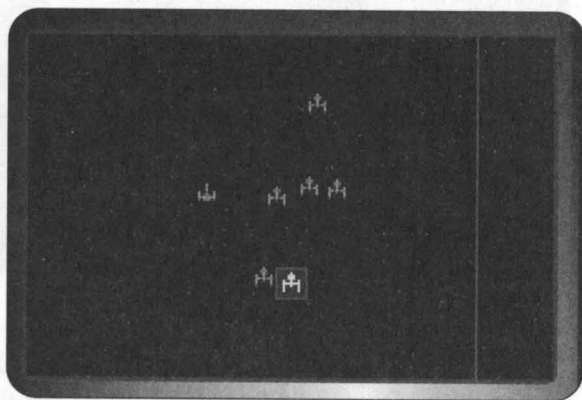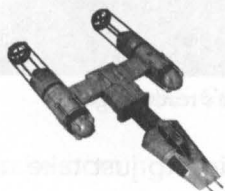
File Name: ystrike5

Mission Briefing

A vital Imperial convoy is expected to hyperspace into the area around our Comm Sat near Orron III. Assist your wing leader in destroying the convoy. You will be in the number two spot of a three-ship group of Y-wings. The rest of the strike force is made up of a lone X-wing and another three-ship formation of Y-wings. You will enter an empty area of space to prepare your ambush of the Imperial convoy. The first elements of the convoy will arrive in less than two minutes.

Farlander's After-Action Report

We all went through the standard mission start procedure. I had fully charged shields and cannons and had reset the recharge rates to normal when the first two Corvettes dropped out of hyperspace. They flew right past us and we all turned to make an attack from their left rear quadrant. X-W Blue got off the first torpedoes at the number one
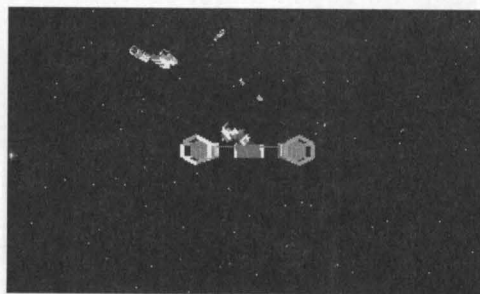
Approaching the Corvettes.

Corvette just as three Imperial Transports dropped in. I had targeted the same Corvette, but I wanted to save my torpedoes. As I was closing in to cannon range, a pair of Imperial Shuttles came in. Next was another pair of transports, then a pair of Assault Gunboats from Tau Squadron. I kept boring in on the Corvette and saw that its shields were failing, so I reduced my throttle to ¹/₃. I got close enough to ID it as the *Hyko 1* before I broke
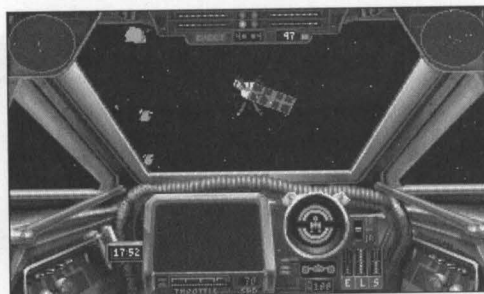
Come up in the Corvette's blind spot.
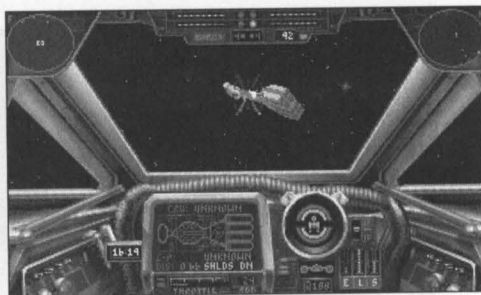
This Corvette's ready to go.

off to make another attack run. My speed was still too high to just take up position behind it and blast away.

A pair of freighters arrived as the *Hyko 1* finally started to blow up. As I turned to attack the other Corvette, Red One launched a pair of torpedoes at it. In a few moments, it joined its sister in oblivion.

I went back to full throttle and targeted one of the three transports. I switched to torpedoes and was just about to get a solid lock when GUN Tau 1 opened up on me from behind. I held on a moment more, until I got the lock, fired, then pulled back hard. It was then that I realized Gold One was already blasting away at the same transport . . . waste of a torpedo! I turned to go after Tau 1 and noted the unfortunate arrival of another pair of gunboats. I switched back to cannons, and, while I was engaging my target, yet another pair of gunboats dropped out of hyperspace!
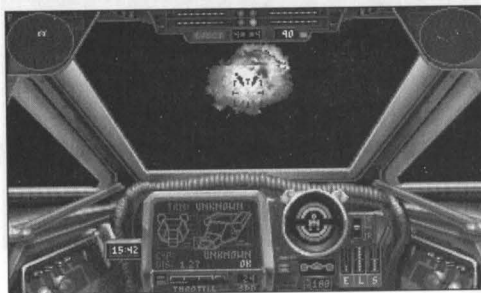
Destroy the transports.
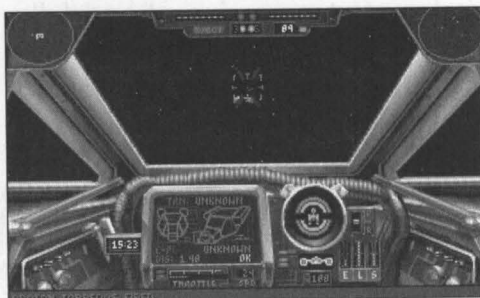
Locked onto another transport.

As soon as Tau 1 blew up in a storm of electrical flashes and incandescent gas, I queried the CMD for the next nearest enemy and it brought up Mu 2, still some distance away. I started to cycle through the target list to find the newcomers (designated flight group Rho). I decided to go after Rho 2, and as I turned to engage it, my R2 warned that I had a

Here comes GUN Mu 2.

Scratch another gunboat.

missile homing in on me. I targeted the missile and tried to evade, but it caught me anyway. Y-wings weren't made for evading missiles! Good thing I had strong shields. I rebalanced and recharged my shields and queried the CMD again for the nearest fighter threat. This time it brought up Rho 1 and I turned toward him for a head-on pass. By now I had a healthy respect for the gunboat's firepower so I went into a weave as soon as he started firing lasers. When we were less than $1/2$ a klick apart, I came out of my weave and maneuvered onto his tail. A minute later he was history.
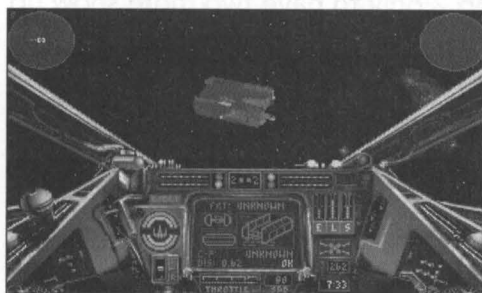
Coming up on a freighter.
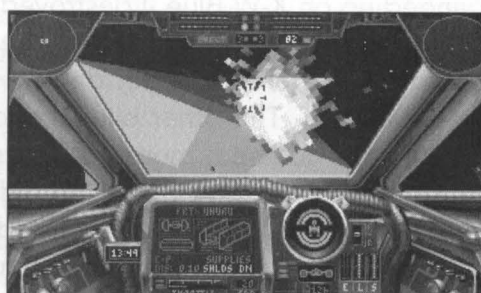
Shooting the Uhuru.

The chase had led me near the two freighters, so I targeted one and requested assistance from my wingmen. I switched to torpedoes, and since I was so close I didn't bother waiting for a lock. I launched two torpedoes in single-fire mode and both hit. I came around for another run, and just as I launched, I heard Red Three get hit. Then Red One bought the farm. They had each turned their tails on the enemy gunboats in their haste to help me with the freighters. This was suddenly turning into a very bad day.

I had identified one of the freighters as the *Uhuru* and the other as the *Tone.* I kept looping back and forth between them, firing cannons mostly, but adding on a few torpedoes at point blank range. During firing runs, I

The end of a freighter

Take out the Imperial shuttles.

would reduce speed by cutting my throttle to ¹/₃. Finally, both freighters were destroyed and I cycled through the target list a few times to get an idea of how things were going.

Y-W Gold was fine as was X-W Blue. There was one Imperial Shuttle left and four gunboats. I headed off toward the gunboats having selected Tau 2 as my target. After destroying Tau 2, I went after the shuttle. When I'd eliminated it, I got the Mission Complete message, but I decided to finish off the last of the gunboats before I hyperspaced home. All three had ganged up on X-W Blue. I destroyed Rho 2 only to have two more show up to replace it. I reconsidered the merits of staying in the area and decided it was time to leave after all. The other pilots concurred. As I might have guessed, more gunboats arrived to make life difficult. Y-W Gold One didn't make it, but I kept the Imperials occupied while the others escaped. In the end it was just me and one gunboat, then just me.
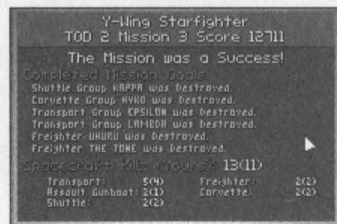
Mission summary

C.O.'s Analysis

Lagrane was really unhappy today. No, to be honest, he was furious.

"We're losing too many pilots, Farlander. It's time you learned to be more careful. To begin with, you should probably refer to your map more often, especially when requesting assistance from your wingman. If you see that your wingman is engaged and cannot safely disengage, don't order him to help you!

"Also, analysis suggests that you might have had fewer losses if you had taken care of all the threats before bothering with the freighters. By leaving shuttles and gunboats active, you risked the safety of your group. Moreover,

you took some risk that the shuttles and transports might get away. You probably should have made them your first priority. The Freighters and the Corvettes weren't going anywhere soon.

"Losing two wingmen this way is unacceptable. There will have to be an official inquest regarding the incident. I'm afraid you're to be suspended from flight operations in the meantime, Captain. That is all. You're dismissed!"

I never got in a word.

Debriefing (Win Conditions)

SHU Kappa, CRV *Hyko 1* and *2*, TRNs Epsilon and Lambda, and FRTs *Uhuru* and the *Tone* must all be destroyed.

I blamed myself for the deaths of Tan'tro and Ahsmar. Maybe I had been lucky up to this time. Maybe I wasn't such a good pilot after all, if I could pull such a stupid stunt. And here I was, grounded. Maybe it was for the best.

My cabin door irised open. Only Hamo ever entered like that, without announcing himself first. I looked up slowly.

"Hey, tough break."

"You heard," I said pretty miserably.

"Don't get down on yourself. We all have our moments."

"Yeah?" I asked cynically. "Did you ever . . ." I stopped short. Hamo was wearing some new additions to his uniform. He'd made Commander! Somehow it only accentuated my own misery. "You're a Commander," I said after a moment.

He looked a little embarrassed. "Yeah, well it's a long story. You want to go grab some porf and something to drink? Come on. You need to get out of here."

I mounted a token resistance, but I let Hamo coax me into going with him. I was happy to see him again, but I dreaded meeting anyone else. I felt like a murderer. And a failure.

When we reached the mess, I spotted Raider and a couple of other pilots sitting around just passing the time between missions. Raider got up and joined me and Hamo after a few minutes, sliding easily into one of the seats across from me.

"Porf, eh?" He made a face that adequately expressed his opinion of our meal. I made the introductions, figuring that Hamo and he hadn't met before.

Raider looked a little uncomfortable. "Look, Farlander. Everybody's getting a little edgy. Losses are piling up and replacements aren't coming in fast enough. But we think you got a raw deal. I've watched you pilot a 'fighter, and I'd personally go up with you again any time." He looked again at the porf.

I sat there pretty well floored. I still felt like a murderer, but at least I was a murderer with friends.

"Let me buy you a drink, Captain," said Hamo.

After a rocky start, my friendship with Sam Raider grew. He and Hamo and I started spending a lot of time together. The inquest came and went and I was returned to active duty with a warning and a compulsory visit to "TIE-Die" and his simulators for some specific brushing up. The incident passed, and like many situations that seem to offer nothing but tragedy, some good came of it. I cleared my head a little, gained back my self-respect, and made a new friend.

But I couldn't bring back Cardacs, Tan'tro, or Ahsmar. I had learned that people die in battle, that sometimes they were people close to you, but I hadn't gotten used to it.

Also, I noticed that my next two missions were solo missions. No wingmen.

OP 4:
CAPTURE STOLEN FREIGHTER
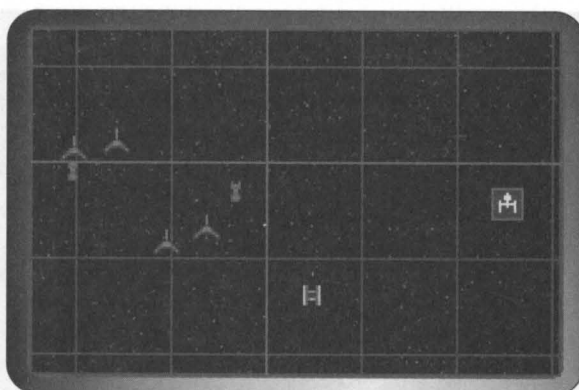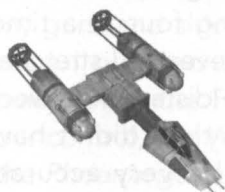
File Name: wycapt2

Mission Briefing

Fly cover for a Rebel Shuttle while it attempts to capture an Imperial Freighter. The Star Destroyer *Intrepid* is known to be in this area. You will enter the area alone in your Y-wing, and the Freighter *Phoenix* will be directly in front of you. Two Imperial Transports and two pairs of armed Imperial Shuttles must be neutralized first for our capture operation to proceed. The Alliance Shuttle *Wilsey* will arrive after the freighter has been disabled.

> **Note:** The player's ship, the Shuttle *Wilsey* and the Star Destroyer all have three different start positions. These were designed to give three levels of difficulty for this mission.

Farlander's After-Action Report

Straight by the book, standard mission start. Cycled through the target list and decided to go after the nearest transport. I selected torpedoes and as I closed to firing range, the transport opened up with ion cannons on the freighter. I passed right by two of the shuttles as I got a lock and fired, then switched back to laser cannons to finish the transport off.

As soon as the transport blew up, another dropped out of hyperspace. I figured if the new one was going to make the same attempt to disable the freighter, I'd let him proceed and save me the trouble. I launched a couple of torpedoes at the freighter to help the process along.

The other transport probably had the boarding party, so I targeted that one next. I intended to use the same strategy—torpedo followed by a few laser blasts—but while I tried to get a solid lock I was getting hammered

by the shuttles which were shooting me from behind. Each had eight forward-facing laser cannons, firing four at a time, so even as I stretched the distance between us, they didn't have to be very accurate to get me. But I was just moments from achieving lock on my target, so I held on just long enough to fire the torpedo, then broke off and went into evasive maneuvers, rebalancing my shields and redirecting power to them quickly.

I was able to shake my tormentors long enough to finish off the transport with a few blasts of laser fire. Once again a replacement dropped out of hyperspace almost immediately. I realized I was going to have get rid of the shuttles sooner or later anyway and it might as well be sooner! This was a little challenging at first. Though they're pretty slow when compared with a Y-wing, they're very maneuverable. I couldn't slow down to match speed with them without risking exposing myself to fire from one of the others. But my superior speed kept me out of harm's way while I destroyed most of them. From then on the battle was routine. There were still a couple of Imperial Transports, so I went after them next.

The freighter had been disabled by this time and the Alliance Shuttle *Wilsey* had arrived to board and capture the *Phoenix*. This phase of the
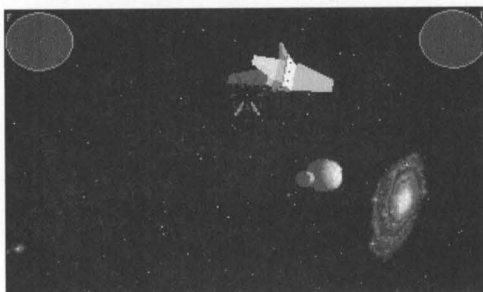
Targeting the first transport.

Going after Shuttle Lambda 1.

operation took a few minutes, during which I patrolled the area. All was quiet and I was figuring on a peaceful end to this mission. On the other hand, I kept my speed up and my guns and shields charged, just in case I needed to get going in a hurry. Once the Freighter was under our control, the *Wilsey* departed and the *Phoenix* got underway.
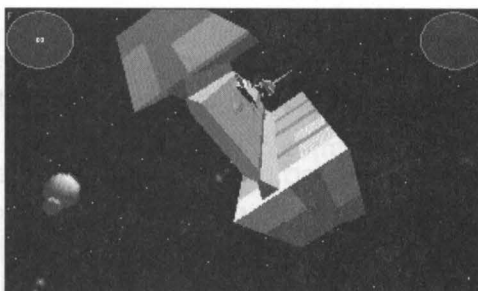
Keep guard over the Wilsey.
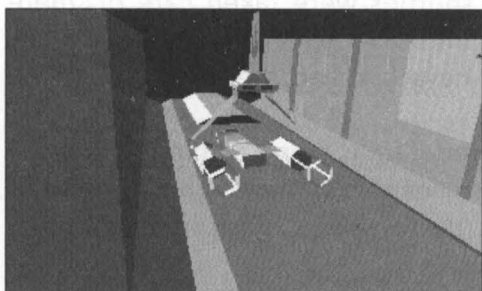
There's time to explore.

Getting close to the docking operation.

No sooner had the *Wilsey* made it into hyperspace than a Star Destroyer popped up! Almost immediately it launched a group of three TIE fighters (Alpha) which I sped off at maximum speed to intercept. As I did so it launched a group of three TIE bombers (Gamma). These would have to be stopped first.

As it happened, I was able to eliminate two of T/F Alpha in a head-on pass as I sped toward T/B Gamma. There was another launch of three TIE fighters (Beta). I ignored these as I concentrated on destroying Gamma using torpedoes and cannons.

Once Gamma was eliminated, however, another wave was launched to replace them. I attacked the new bomber group, then kept after the TIEs until the *Phoenix* finally made it into hyperspace and I received the Mission Complete message. Before I could safely disengage, I had to take out any enemy fighters that might shoot me in the back as I tried to leave! This took some time, but eventually I was able to get away. Before I left, I fired a torpedo at the STD *Intrepid* just to spite them.

C.O.'s Analysis

"Very fine mission, Captain, but you were a little lucky to get away with such a reckless attack on the first transport."

I hung my head. He was right, of course. I had let the shuttles get behind me and pelt me with laser fire. I knew what was coming next.

"Our analysis of the mission indicates that you might have attacked the shuttles first, perhaps slowing down by increasing shield energy, then taking a few out with torpedoes and finishing them with your cannons. One torpedo and two supercharged laser shots will handle a shuttle. Let's face it, they're pretty slow targets. You should have been able to wipe them out, then go for the transports. Once the shuttles were taken care of, there wasn't much to challenge you until the *Intrepid* arrived. If you saved a few torpedoes for the bombers, you could have handled the latter half of the mission without much difficulty."

"You're right, of course, sir," I answered. "I was trying a little too hard."

Lagrane gave me one of those half-smiles of his. "Yeah. That's right. But it was a damn fine bit of piloting. Just try to survive, Farlander. We need good pilots alive, not fragged and burned."

"Message received, sir," I told him.

Debriefing (Win Conditions)

SHU *Wilsey* must dock with and capture FRT *Phoenix*, and both must then survive.

When I heard that Mon Mothma was back on board, I hurried to contact Lynia. I caught up with her just coming out of a High Command meeting and got a brief glimpse of General Madine (whom I had never met), Admiral Ackbar, and General Dodonna, among others.

"It's good to see you," I told her.

Her smile was the best thing I had seen in weeks. She started to speak, then stopped herself and looked at me as if seeing something new. Had I grown a wart on my nose or something?

"How are you, Keyan?" she asked. "You look different."

I had no idea what she was talking about, but before I could respond, Mon Mothma came out of the meeting room followed by a gold-colored Protocol Droid. It wasn't often one caught a glimpse of the Alliance head of state. It

was even less common for her to come over to chat, but that's what she did!

"Lieutenant . . . Oh, make that *Captain* Farlander, it's good to see you again." She held out her hand. Rather timidly I took it, not sure if I should shake it, kiss it, or just sort of bow over it. OK. I had a hard time being comfortable with her. I was just an ordinary pilot, after all, and ordinary pilots didn't consort with galactic leaders. Besides, the last time I talked with her, she had told me a lot of stuff I didn't want to hear. Something about the Force and destiny . . .

"Ma'am," I managed, taking her hand and releasing it quickly.

Now Mon Mothma studied me the way Lynia had done before. What was it? Maybe I was turning purple from eating too much porf.

"You've grown up, Captain," was what Mon Mothma concluded. I was grateful I wasn't turning purple.

"I guess so, ma'am. It's the war. You can't stay young for long. The young die young." I didn't really know what I was saying but it sounded pretty good.

"Have you done as I suggested?" Mon Mothma asked me.

"I'm sorry. What was that?"

"Have you found someone to instruct you in the Force?"

"Ma'am, I've been instructed in all kinds of things, and I'm certainly becoming familiar with some force or other, but as to the Force . . ."

She smiled, probably seeing right through me. "Keep your eyes open and your mind clear, Captain. One day you'll meet someone strong in the Force and you'll know it. Take it in. Absorb it as much as you can. Never waste your gifts. Take care. And be good to Lynia. She's very special, too. And she likes you, you know."

With that, Mon Mothma winked at me and walked away. I think I was so shocked to see the head of the whole Rebel Alliance, one of the most powerful beings in the Galaxy, wink at me that I was a little slow notice that Lynia was standing there turning a rather hot shade of crimson. So she wasn't unflappable after all, I thought. But then, look at me.

Lynia and I managed to have some time together that night. We ate dinner in the executive dining room. They didn't call it a mess like we did, and I could see why. The whole thing looked like something surfaceside, not what we were used to on a starship. The tables were covered with fabric of some kind, soft, yet apparently resistant to staining — as I found out when I spilled some Veronian wine. The plates were bright, clean, and felt fragile and precious. Even the food was something that made me instantly forget about porf or mugruebe stew.

I don't want to give the impression that the executive dining room was extravagant, and in all honesty the menu wasn't so different from ours. It was

the preparation. You could tell that the food here was made in individual portions, not in big vats for 40 at a time, ladled onto metallic trays in an assembly line. All right, so rank had its privileges.

"Mon Mothma seems quite interested in you, Keyan," she said over a delicate bite of angel hair chintassa grass.

"Don't worry, Lynia. She's not my type."

She looked at me strangely at first, then realized I was joking and persisted. "No, really, Keyan. She's not fanciful. If she sees something, you should pay attention. What exactly did she tell you?"

"Oh, nothing really. Something about the Force and destiny. It didn't make much sense to me."

"Oh," she said. "I see." I got the feeling she was sort of disappointed for some reason.

Just to change the subject I asked, "Lynia, just exactly what is it you do?" I'd been wanting to know this for so long, but had always been reluctant to bring it up.

"Oh, I just observe things for Mon Mothma," she said coyly.

"What does that mean, 'observe things'?"

"I have certain . . . abilities with ideas. It's hard to explain. My ancestors were a little . . . different."

"Different? What do you mean?"

I waited for her to go on, but she seemed to have said all she was planning to say for the moment. Her one answer had only created a hundred new questions, but I found myself suddenly shy about probing further. Perhaps someday she'd tell me more, when she was ready.

We ate in silence for a moment. Then, to break the tension, I asked, "What brings you and Mon Mothma to the *Independence*, then?"

She smiled, obviously happier to be on safe, non-personal ground again. "We're meeting with the High Command to set up an important operation. It's got something to do with Imperial communications. I'm sure you'll learn more about it soon."

"No doubt, I will. As my friend Hamo says, 'You plan it; we man it.' "

She laughed and asked, "How is your friend Hamo?"

"He's very well. He made commander, but he seems kind of uncomfortable with it. He hasn't told me exactly how he got his promotion."

I got the distinct impression she knew more about this than she was letting on. All she said was, "I'm sure he'll tell you when he's ready."

The rest of the evening passed pleasantly and the next day she was gone again with Mon Mothma.

OP 5: PROTECT CAPTURED SATELLITES
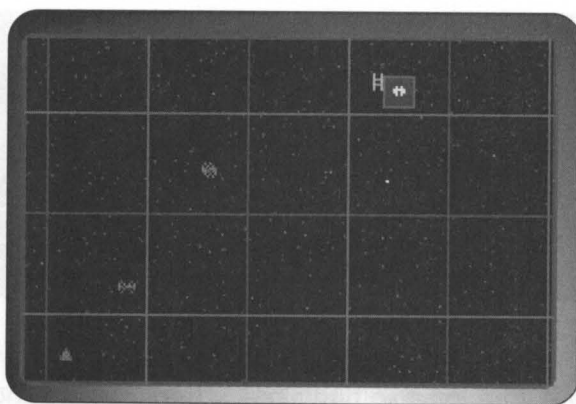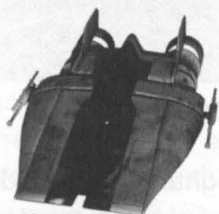
File Name: max9

Mission Briefing

A freighter carrying important satellites is waiting for the Cruiser *Maximus*. You have been assigned to protect the freighter until the cruiser arrives. You will hyper in alone in your A-wing and the freighter will be directly in front of you. The Star Destroyer *Intrepid* is a little over 13 klicks away and has launched a pair of TIE bombers and a pair of TIE Interceptors.

Note: T/I Alpha and T/B Beta have two different start positions. These were designed to give two levels of difficulty for this mission. In one, you have time to get your bearings; in the other, they are right on top of you.

Farlander's After-Action Report

Shooting T/I Alpha.

I was under immediate attack from two TIE Interceptors (Alpha) and two TIE bombers (Beta) so I had to begin evasive maneuvers the moment I dropped out of hyperspace, carrying out abbreviated start procedures as I evaded. They had me at four-to-one odds, and the TIE bombers were launching missiles which I did my best to outmaneuver.

Shoot a missile up the bomber's engines.

Someone's got you locked.

The *Intrepid* had already begun launching additional fighters, so the odds were going to get worse soon enough. I took out one of the Interceptors, then came up behind one of the bombers, controlling my speed, and sent a missile directly up its engine port. I handled the second Interceptor then, and finally the other bomber. As soon as I had destroyed the second bomber, a replacement wave launched from the Star Destroyer. Meanwhile, the new fighters were coming in range. First came a single Interceptor from Delta Squadron and coming up behind him, another from Zeta.

The Star Destroyer continued to launch TIEs in ones and twos. (Maybe they had some problem in the hangar bay?) Only once did one get by me. I
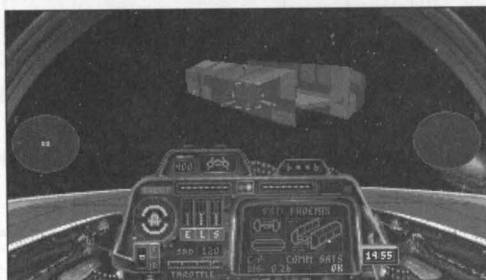
Freighter Phoenix
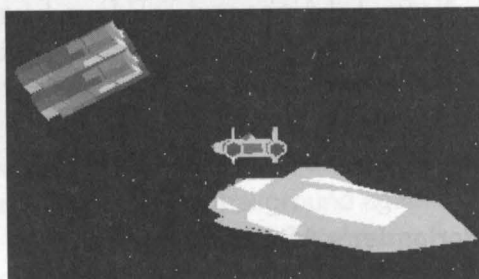
Cruiser, freighters, and A-wing
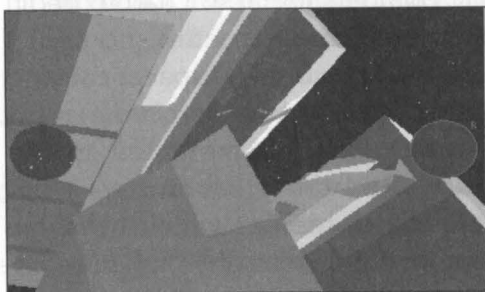
Close up on the docking operation.
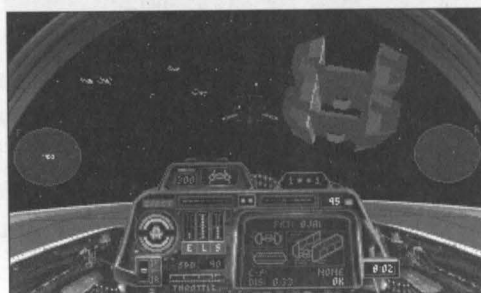
Watching over the Ojai.

quickly redirected all power to the engines and took off after him. I switched to missiles to take him out before he could do too much harm. He did manage to make one attack run on the *Phoenix* before my missile caught him. Lucky he wasn't a bomber! Finally, the *Intrepid* stopped launching TIEs. Then, when the *Maximus* arrived with the

The Ojai *is on the way to her jump point.*

Freighter *Ojai*, the Star Destroyer simply departed. Could it be that the *Intrepid* is suffering from an acute shortage of starfighters or pilots?

C.O.'s Analysis

"Good tactic, Captain. Shooting each bomber with a single missile at point-blank range gets rid of the threat immediately. With strong dogfighting ability, you were able to overcome the odds."

"But tell me, why didn't I have some back-up?"

"Yeah, Farlander. Good question. Get us some more pilots. Well, the truth is, we didn't anticipate a very heavy response on this mission, so we sent you alone. Go take a break, Captain. You look a little tired."

"I wonder why."

Debriefing (Win Conditions)

The FRT *Ojai* must dock with the FRT *Phoenix* and then survive. You must wait until the CRS *Maximus* arrives.
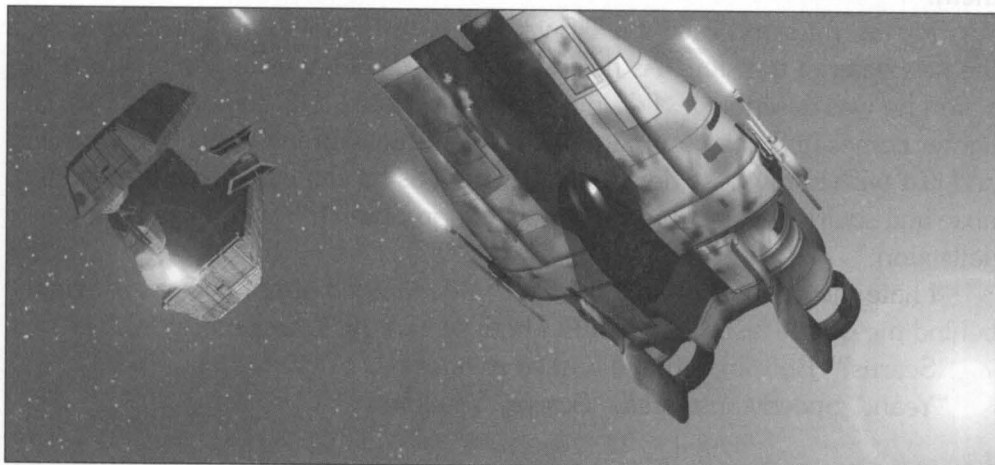
We sat around the lounge, a bunch of pilots, doing what we loved to do — talk about starfighters and flying them.

"What's your favorite target?" Raider asked me.

"My favorite? That's a hard question to answer. I guess a TIE bomber might qualify. I mean, it's not that I like them at all. In fact I hate them. But I always have to target them before they get me or the ships I'm protecting."

"How do you fight the bombers?" asked a new pilot, a Sullustan we called Speedy because we couldn't pronounce his name. He'd just earned his wings and gone out on two tough missions. The fact that he was still here meant that he showed promise.

"You try to get them from a distance with torpedoes or missiles, but if you have to use cannons, put shields and cannons to max, then come up behind and blast away. Or use a torpedo if you're in a hurry . . ."

"If you've got shields," interrupted Raider, "just ram 'em." The Sullustan's oversized eyes seemed to grow even wider, if that was possible.

"Me," interjected Hamo, "I like to go one-on-one with a TIE Interceptor."

Raider laughed. "Really? They're too easy. I mean, they always seem to think they can outrun our lasers. Haven't you noticed how they'll turn after an attack run and vector directly away from you? As if our X-wings and A-wings couldn't keep up!"

"Yeah," conceded Hamo, "but they usually have better pilots than the TIE fighters."

"Those are my favorites," said Jan-lo. "I just like how easy it is to blast them."

"My last mission I caught a TIE with a fantastic shot," said Naeco, one of the new veteran transfers. As he spoke, he used his hands to demonstrate the action he was describing. "I'd slowed down to blast a TIE bomber and this TIE fighter comes up behind me too fast. I caught him coming in the rear sensor and just pushed my nose down a little. Then, as he came over me, I raised the nose and squirted a laser blast. He nova-ed on one hit. It was a beautiful deflection."

"I hate the gunboats," said Speedy. "One jumped out of hyperspace right behind me on my last mission. Just about scared the scarns out of me."

"Scarns?" Both Hamo and I asked at once.

"Yeah," Speedy answered. "Scarns. You know . . ."

I didn't know, but I decided not to press the issue. Hamo just nodded as if he had just remembered what scarns were, but I was sure he was bluffing.

"Gunboats are tough, but they're slow," said Raider, smiling inscrutably. Did he know what scarns were? "They're a nuisance, but you've got the speed and maneuverability advantage. Me, I like to shoot a container. Just sits there, doesn't shoot back . . .

We laughed. Every one of us could agree with that.

"Oh, come on, Samuel," said Hamo. "You're kidding, right?

"Yeah. Well, those chemical containers sometimes blow up nicely. Pretty colors, eh Speedy?"

"Actually, we see in a different range from you humans. I guess we probably have different esthetics."

"Different esthetics, is it? Hey, to me an explosion is an explosion."

"Yes," answered Speedy. "But to me a human is a human."

None of us knew exactly what that meant, but the Sullustan was smiling, so we figured it was a joke and laughed.

"The truth is, I like to shoot up Corvettes," said Raider a moment later. "Maybe someday, I'd like to tackle a Star Destroyer."

"You're crazy," said Naeco. "You can't take on a Star Destroyer in a 'fighter. Stick to something five or ten times your own size."

"Yeah. Just give me twenty-to-one odds and I'm a happy spacer," said Raider, winking across the table at me and Hamo.

"Me, I like a nice, dense minefield," said Hamo, "or maybe a crossfire between two Nebulon Frigates."

Speedy was starting to look a little nervous. Then the mission call indicator came on and a klaxon blared. We all scrambled for the briefing room.

OP 6: AMBUSH IN THE CRON DRIFT
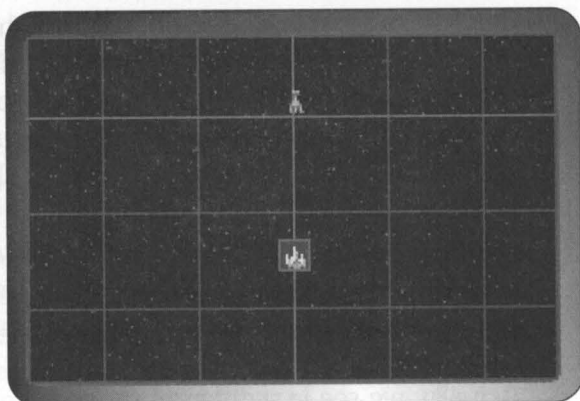
File Name: crndrft1

Mission Briefing

Fly escort for the Rebel Freighter *Ojai* and the Transport *Magnus*. They are to rendezvous with the Corvette *Jeffrey*. Make sure that this convoy delivers its cargo. You will lead a two-ship flight of X-wings as you escort the freighter and transport to where the *Jeffrey* awaits. The *Jeffrey* is on the edge of the Cron Drift so you must beware of the danger of collision with asteroids.

Farlander's After-Action Report

After a standard mission start procedure, I assigned my wingman (Naeco) and the other three friendly ships to memory locations in the targeting computer. Less than a minute after we arrived, a pair of Assault Gunboats (Mu) appeared about three klicks behind us and we turned to engage. I ordered Naeco to assist me with the lead 'boat.

I decided to make some adjustments to my normal firing mode and changed the cannons to quad fire-linked, then switched to torpedoes. I fired as soon as I had a solid lock, then targeted Mu 2. Immediately after launching my next torpedo, I switched back to cannons and quickly
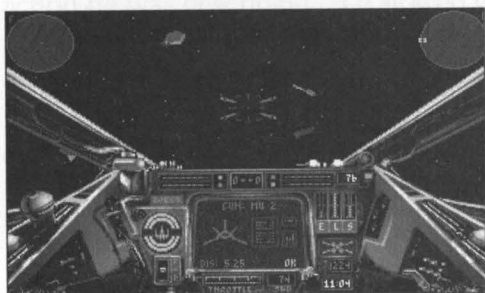
GUN Mu 2 is 5.25 klicks away.
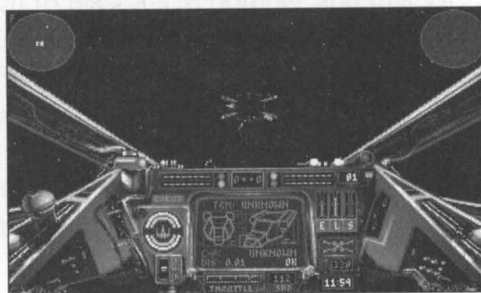
Imperial Transports can be a threat.

destroyed the target. Another pair of gunboats arrived, followed shortly by a transport. Since the transport can be armed with torpedoes, too, I saw it as a serious threat to the *Ojai* and the *Jeffrey*. I left my wingman to finish off Mu 1.

I brought the transport up in the CMD and switched back to torpedoes. Since it was about 6 klicks away, I redirected everything to the engines to get my speed up to 150. As soon as the targeting computer started locking on, I reset the recharge rates to maximum. I decided I would use the same method that had worked on Mu 2. Before I could destroy the target, however, it was able to launch one of its torpedoes at the *Ojai*.

Next I targeted the nearest enemy fighter, GUN Mu 2, part of a replacement wave for Mu 1. As I engaged it with cannons, another transport arrived about nine klicks away. Mu 2 was almost dead, so I stuck to it a moment longer before locating the new transport and heading off after it.

I followed the same tactics and procedure as before, but this transport was farther away and was able to get off two torpedoes before I could take
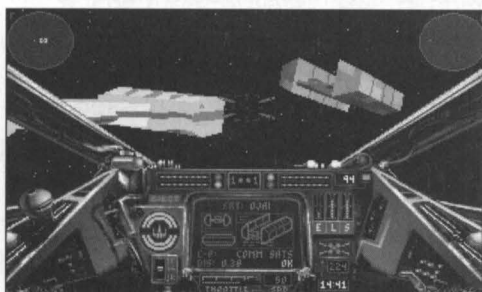
The Ojai *is approaching the Corvette.*
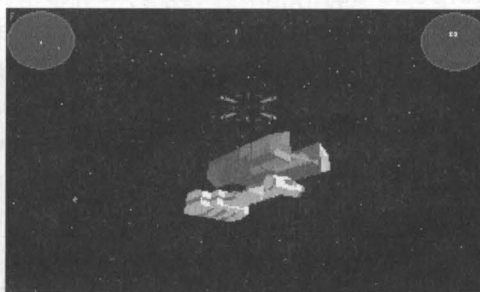
The Ojai *is docking.*
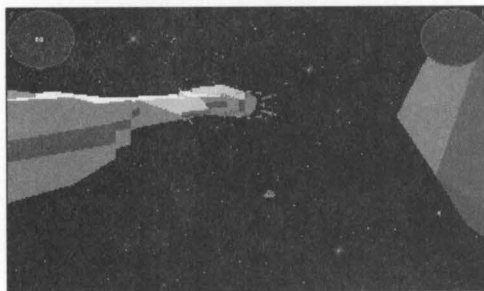
Between the Jeffery *and the* Ojai.
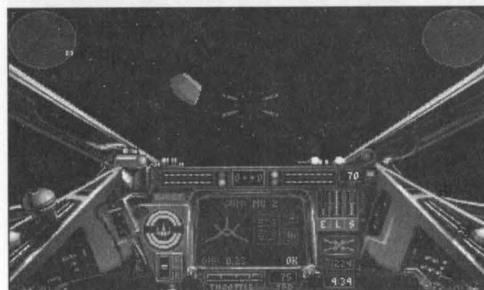
GUN Nu 2 is close.

it out. Also, a gunboat had fired a missile at me that I couldn't take time to evade! The missile hit me right after the transport blew up, but my shields were charged and my ship took the hit. I quickly rebalanced and recharged my shields. The *Magnus* made it into hyperspace after that, leaving me with one less ship to worry about.

Mu 1 was the nearest enemy now, so I turned to engage him with cannons. I was just starting to hit him when another transport came in about 5 klicks away. I broke off to engage the transport, intending to use the same tactics as before, and right away R2 indicated I had another missile homing in on me. I let it hit me, and as I was balancing the shields, Mu 1 started hitting me with lasers. Then the R2 gave me another missile warning. The new transport was still some distance away and my shields were getting pretty thin, so I did some weaving this time. I straightened out and destroyed the transport as before. Another missile hit me, R2 made a plaintive bleep, and I decided it was time for Mu 1 to die! Yet another transport arrived as I was finishing Mu 1 off.

I targeted the new transport about seven klicks away. As I headed toward it, another replacement wave for GUN Mu arrived, but they were a good nine klicks away. Using my now-standard procedure, I launched a torpedo at my target and was surprised to see it miss! I would have to kill this transport with lasers as quickly as possible. I reduced speed by raising both shield and cannon recharge rates to maximum and started firing. Something must have glitched with the torpedo because it missed in a second pass, but finally my cannons did the job anyway. I turned toward the nearest gunboat, Mu 2. My wingman and I proceeded to destroy the gunboats as fast as we could get on their tails.

Finally, *Ojai* had completed docking and we just kept dogfighting while we waited for the *Jeffrey* to leave the area. A new gunboat group arrived

from Tau Squadron. Soon afterward, I saw the Mission Complete message, but I wanted to bag a few more gunboats. GUN Tau must have had some rookies 'cause some of them went back into hyperspace as soon as they saw us! Eventually, there weren't any enemy ships left so we came home.

C.O.'s Analysis

"Good mission, Farlander. Good to see you're back to your old form," Lagrane told me. "Just one thing our analysis suggests. We think you might have taken out all the gunboats before turning to the transports. It's a small point, though. Well done."

Debriefing (Win Conditions)

The CRV *Jeffrey* must dock with the FRT *Ojai* and then escape into hyperspace.

The practical jokes started soon after Naeco joined Red Squadron. Little things, like Naeco would come talk to you while you ate, and the next day your pee would glow in the dark! Or you'd be strapped into the simulators, absorbed in a dogfight exercise and a feminine voice would start talking seductively over the comm. Things like that.

Naeco was an excellent pilot. A little reckless sometimes, but a superb deflection shooter. We all liked him immediately, but after falling victim to his little jokes, a bunch of us decided to get revenge.

One day, Jan-lo struck up a conversation with Naeco, kind of showing a little more than ordinary interest. Well, we could all tell that Naeco liked Jan-lo, so she had no trouble getting him to agree to meet her later in a storage area of the Quarren section.

"It'll be more private," she told him. "Be sure to wear something comfortable."

Naeco was like a kid, all excited. After she left, he approached me.

"Hey, Farlander. You know Jan-lo better than anyone else. Tell me about her. What's she really like?"

"Jan-lo? She likes a man to be real aggressive," I said, setting him up. "Don't waste time with her or she'll lose interest." I almost felt bad, seeing him this way. But I figured he had it coming.

So Naeco goes down into the Quarren section where it's always kind of dark and opens the door to Storage Room V-2117 and walks in.

"Jan-lo? You here?"

"Over here," she answers. "Come here and kiss me, Naeco." She sounds real seductive. This is a different Jan-lo, I'm thinking.

So the poor guy walks up to what he thinks is Jan-lo — it's real dark, remember, so he doesn't see her very well — and plants this big kiss on her. Only it isn't her.

Just then, Raider turns on the lights and we see Naeco, lips puckered, planting a big one on this Quarren who works in the kitchen. Good sport, the Quarren, to go along with this.

So there's Naeco, wiping his mouth and looking around, blinking in the sudden light. He sees us all, and being the joker he is, realizes immediately that he's gotten what he deserves. So get this. He laughs, grabs the Quarren again and kisses it. He says, "Sorry Jan-lo. I guess I've been taken."

We all end up laughing, even the Quarren, though it sounds like the plumbing is backing up.

After that, the practical jokes eased up. But we all had to watch out for Naeco. You never knew.

OP 7: PROTECT A DISABLED X-WING
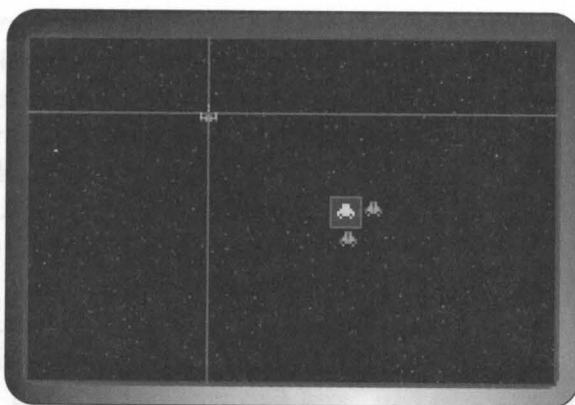
File Name: max18

Mission Briefing

An X-wing carrying vital intelligence data has broken down near the Cron Drift. Assist in the rescue operation by flying cover. You will lead a three-ship flight of A-wings to the disabled X-wing. Patrol the area and keep any Imperial forces at bay until a rescue can be completed. The X-wing will be directly in front of you as you drop out of hyperspace.

Farlander's After-Action Report

Used the standard mission start procedure, then assigned X-W Blue to a memory location in the targeting computer. Just over a minute went by before two groups of three gunboats came in (Mu and Nu) about three klicks away. Turned to engage the nearest and ordered my wingmen to attack. I'd destroyed one of the gunboats (Mu 1) when an Imperial Shuttle arrived less than 1 klick away. I targeted the shuttle and noticed that it was heading for X-W Blue, so I ordered my wingmen to attack. When I checked

Tailgating GUN Nu 3.

Nu 3 is space dust.
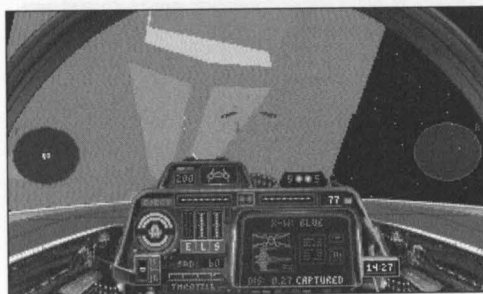
Dogging the enemy.

Don't let the Imperials get close.

the map, I saw that Red Three was getting battered by Nu 1, so I targeted Nu 1 and went after it. While Red Two finished off the shuttle, I handled Nu 1.

Another shuttle came in and I ordered my wingmen to attack it. The dogfight was getting pretty furious with the gunboats launching missiles constantly. A few of them had hit me, and Red Three caught one, but Red Two was doing pretty well.

As soon as the shuttle was destroyed another dropped in to take its place. Red Three finally succumbed to another missile, but Red Two and I were able to get this last shuttle. No sooner had we done so than the Rescue Shuttle arrived with its escort of three Corvettes. We turned our attention to the remaining gunboats. There seemed an inexhaustible supply of them. They kept getting replaced. Eventually, X-W Blue was repaired and jumped to safety. After our shuttle and X-W Blue made it out, we followed them home.

C.O.'s Analysis

"It was an adequate mission," Lagrane was saying, "but you didn't take advantage of the safety area near the Corvettes. Their extra cannons would have made an excellent killing zone to draw the Imperial Fighters into. It would also have made you a much more difficult target to get a missile lock on."

"I lost another wingman, too," I offered.

"Yes, you did. Mission analysis suggests that Red Three failed to rebalance shields after the first missile hit him. It wasn't your fault, Captain. However, destroying the shuttles quickly is important to your success. You might also have tried killing the shuttles more quickly by hitting them with two salvos of dual-fire missiles. That would leave them weak, and you could finish them off quickly with cannons."

"Sir?"

"What is it, Captain? Something bothering you?"

"Well . . ." I began. Losing another wingman was bothering me. But what more could I say? "I guess not, sir," I said at last. "Is that all?"

Lagrane studied me a moment, seemed about to say something, then just told me, "Nothing more, Farlander. You're dismissed."

Debriefing (Win Conditions)

SHU *Rescue* must dock with and repair X-wing Blue. X-wing Blue must survive.

The pilot we had rescued in X-wing Blue turned out to be Biggs Darklighter, a veteran of many Alliance battles. He joined us in the lounge after finishing his debriefing. It was quiet. Most of the other pilots were on scout or escort missions. Just me and Raider and Darklighter, who was doing most of the talking.

"So when I left Tatooine," he was saying, "I joined the Imperial Academy. I used to dream about flying a starfighter. My friend Luke and I were going to leave together, seek our fortunes in the Imperial Academy, but he had to stay behind and help his uncle on their moisture farm. He'd make a great pilot, Luke would, if he could just get off that dirt-covered planet."

Darklighter was a medium-built man with dark, straight hair that fell like a round bowl over his head. He had happy eyes, the kind that laughed a lot, and he wore a mustache.

"I couldn't wait for Luke. I went off alone and started my training. But I could see almost immediately that the Empire and I weren't going to get along. So, with a couple of friends, I hijacked an Imperial starship and brought it over to the Alliance."

He smiled and spread his hands. "It was touch and go. They almost blasted us away before we could convince them that we were just three Rebel sympathizers flying this whole ship by ourselves. Since then, I've been flying X-wings for the Alliance."

Darklighter paused to take a drink, leaning back in his chair and stretching his legs.

"So what's it like to fly a TIE fighter?" I asked. I'd always wondered how the Imperial pilots felt flying without shields and all.

"I tell you, Captain . . . "

"Call me Keyan, please."

"OK. Anyway, Keyan, I wouldn't climb into one of those death traps again for love or money. You're just waiting for someone to catch you with a laser blast. Let me tell you, most TIE pilots are just half scared to death. The others are too stupid to be scared."

We laughed. It made us feel good to hear how bad the other guys had it. But Darklighter wasn't finished.

"Don't get me wrong. In the right hands, a TIE fighter has good maneuverability and fair speed. But the Empire doesn't invest all that much in training its pilots. The ones that get good are the ones who survive their first few encounters. Unfortunately for them, a lot of TIE fighter pilots don't survive their first missions."

"What about the newer Imperial ships like the TIE Interceptor?" I asked him.

"Good question. I never flew one," he said thoughtfully. "But I've shot a lot of them," he added with a chuckle. "They're faster and more maneuverable. Carry more weaponry, too. I've never had too much trouble with them, though. Unless the odds were about ten-to-one, of course."

"I figure ten-to-one is pretty routine," said Raider.

Darklighter stared at Raider a moment, then grinned. "I was just trying to be modest," he said. "Hope I get to fly with you some time, Captain."

"Call me Sam," Raider told him.

"Hey, Keyan, Sam. Enough shop talk. I've got some new holos from Celanon City. Come on. We'll go check them out."

OP 8:
STOP
HYPERDRIVE
REPLACEMENT

File Name: max1

Mission Briefing

Several freighters are unloading cargo onto the damaged Star Destroyer *Intrepid*. You must locate and destroy the freighters containing the hyperdrive replacement. Escorted by a pair of A-wings, you will fly an X-wing in this attack. The *Intrepid* will be approximately 10 klicks away, ringed by five freighters. Two pairs of TIE fighters are on patrol and will move to intercept you.

Farlander's After-Action Report
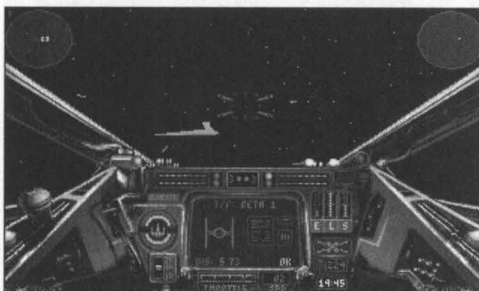
TIE fighter Beta 1 is headed this way.

Used the standard mission start procedure. The TIE fighters on patrol came right for us when we popped up from hyperspace. My escorts turned toward the nearest pair (Beta) and I joined them in a head-on attack. Soon Alpha joined the melee as I worked my way toward the nearest freighter. Before we had

wiped them out, though, a two-ship group of TIE Interceptors from Delta Squadron launched from the *Intrepid*. A minute later, a four-ship group from Theta Squadron also launched.

About four minutes into the mission, I made it to the first freighter, the *Kiam IV*. It was loaded with
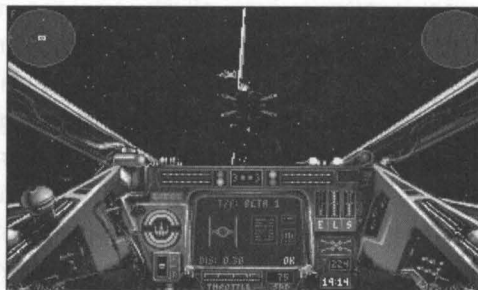
Blasting T/F Beta 1.
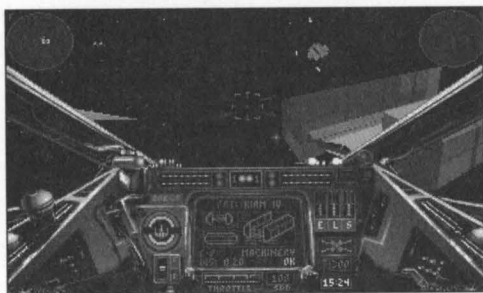
The Kiam IV *isn't carrying the hyperdrive.*
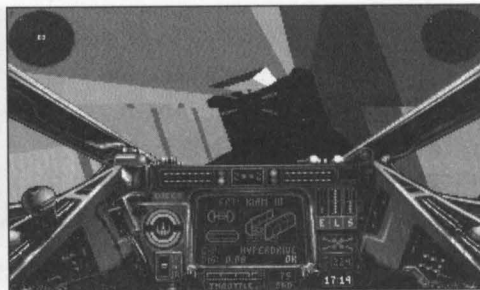
Freighter Kiam III *has hyperdrive parts.*

machinery, so I continued toward the next in a counter- clockwise rotation through the ring. Another pair of TIE Interceptors, these ones from Zeta Squadron, were launched.

The next freighter was *Kiam III* which had hyperdrive spares, so I switched to torpedoes and selected dual-fire mode. Since I was so close I didn't bother waiting for the targeting computer, I just fired them point-blank as fast as they would launch. That was enough to kill it, and so I set off toward the next.
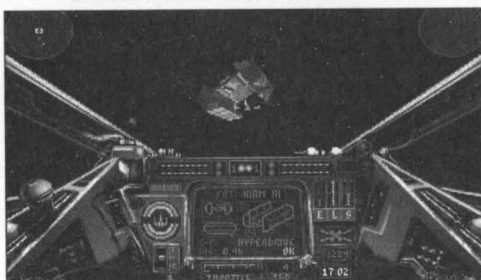
Torpedo Kiam III.
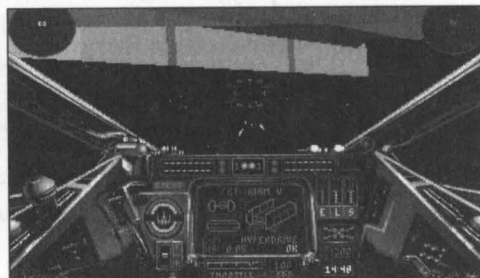
Here's another freighter to destroy.

The *Kiam II* was loaded with supplies, so I kept going. Another pair of Interceptors launched, from Gamma Squadron this time. I was constantly weaving to evade all these TIEs, and even with the recharge rates at maximum, my shields were slipping. Next was the *Kiam V* with more hyperdrive parts. I tagged it in memory and decided it was time to reduce the number of Interceptors hounding me.

I proceeded to engage and destroy several of my pursuers while circling the *Kiam V* and firing on it as opportunities arose. After destroying the *Kiam V, I* headed off toward the last freighter, but received the Mission Complete message before I got close enough to ID it, so I withdrew as soon as I had fully recharged my shields.
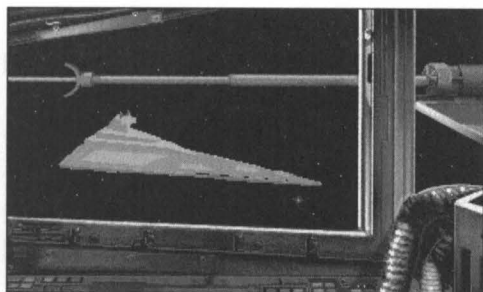
The Intrepid *isn't going anywhere.*
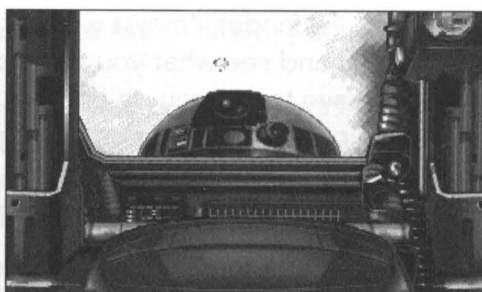
Get R2's view of your handiwork.

C.O.'s Analysis

I slumped in the chair in the debriefing room. Lagrane was looking me over critically. I could feel his eyes on me, but I couldn't meet them. I was feeling discouraged, despite my success. I had simply run out of energy, and there was no other source to redirect it. Lagrane began his analysis of the mission.

"It was very risky to use all six torpedoes like that on the first freighter with the hyperdrive spares. You couldn't know how many of the five would have to be destroyed. As it turned out there was only one other, but at that point you were in the middle of a hornet's nest of TIE Interceptors!

"You really had a hard time keeping your shields up, and constantly shunting cannon power to the shields was robbing you of the maximum effect of your lasers. Keeping your recharge rates at maximum forced your speed down to 50. This was asking for trouble.

"Our analysis of the mission suggests you should have redirected the shield energy to the engines and kept your speed up to at least 100. You would still have had to transfer cannon power to the shields constantly, but you would have been better able to evade your attackers, losing less energy absorbing their cannon blasts.

"You know, Farlander, every pilot is only human. Don't take this too hard, but I see that your concentration seems below par. You're feeling the pressure, aren't you?"

I nodded.

"Now don't take this personally, Captain, but I think you need to take a little time off."

"No, Commander. Wait. I'll be all right. It's just the dreams."

"Dreams?" Lagrane asked.

"They've been going on for a few weeks. It's like a war is taking place in my head at night."

"Look, Farlander, I'm not equipped to deal with your dreams. You report to Sick Bay and see what you can do about it. If you don't get focused, I'm going to have to put you on inactive."

"Yes sir. I understand. Don't worry. I'll see the Med Droids and see what they can do."

Debriefing (Win Conditions)

FRTs *Kiam III* and *Kiam V* must be destroyed.

"Good afternoon, Captain Farlander. Please describe your symptoms." The droid spoke in a pleasant voice, designed to make you feel at ease. Even so, I was nervous.

"I'm having strange dreams and I'm not getting enough sleep."

"You're having dreams," repeated the droid. "Tell me about your dreams."

"Well," I began somewhat reluctantly. "I'm always in a glowing sphere, and I have the feeling it's very large."

"A sphere. Uh hum," said the droid.

"And there are the voices," I continued.

"Tell me about the voices."

"I don't really understand them. I get bits and pieces, but I can't grasp the thoughts."

"Bits and pieces," said the droid.

"All I know is that the two voices are completely the opposite of each other. I think if I knew which one to listen to, I'd feel better."

"Tell me about feeling better," the droid requested.

"I'd feel a whole lot better if you'd stop asking questions and give me something to help me sleep."

"One moment please." The droid wheeled out of the small cubicle and I waited. And waited. Finally, a human entered the room followed by the droid, or one that looked just like it, anyway.

"M4 here tells me you've got some attitude problems. Maybe I can help." She was probably about 60 years old, gray hair, cerulean blue eyes, a little makeup around the eyes. She seemed a little put out, though.

"Look, doctor . . . you are a doctor, aren't you?"

The woman nodded and offered a concerned smile. "We're just here to help you, Captain."

She was treating me like some kind of case, and my danger signals started flashing. I didn't want to end up on the inactive list. I took a deep breath and said, "Doctor, I've just had some bad dreams. The war, you know. But I'm fine. I just wanted to get something to help me get a few good sleeps. I think M4 there misinterpreted what I said."

The doctor looked dubious, so I repeated myself.

"I'm fine, doctor. Everything is fine."

I can admit this now, but I would never have mentioned it to anyone back then. I felt something connect between me and the doctor. I felt my will reaching out to convince her of what I was saying. It was the first time this had ever happened to me, and I immediately shut down that part of me. By that time, the deed was done, however.

"Captain Farlander is fine, M4. He just needs a few good sleeps. Give him some sedatives and recommend him for active duty." She turned back to me and smiled. "It was good to meet you, Captain. Good luck." Then she turned and left.

I made it back from Sick Bay just in time to grab an assignment.

OP 9: TAKE OUT INTREPID'S ESCORT
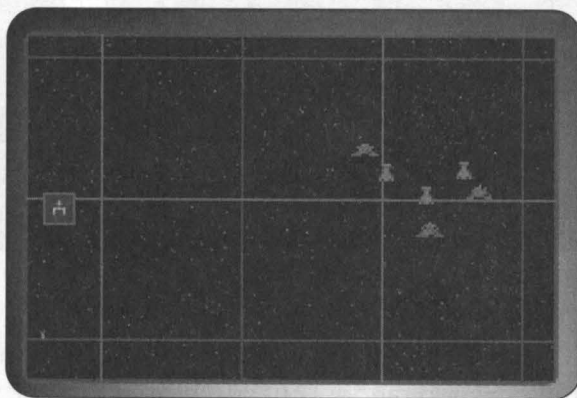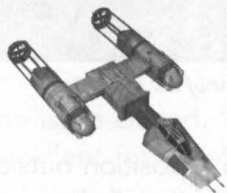
File Name: std1

Mission Briefing

A group of Corvettes and several Assault Gunboats are on their way to protect the Star Destroyer *Intrepid*. Your mission is to destroy them! You will lead a three-ship flight of Y-wings in this attack. The *Intrepid* is more than 50 klicks away. Three Imperial Corvettes are located about eight klicks away.

Each is accompanied by a group of three Assault Gunboats. An X-wing has been assigned to escort you as you make your attack.

Farlander's After-Action Report

It promised to be a great mission. We hyperspaced into the area — Raider, Hamo, and I — and our escort, Captain Marskan in X-W Blue, arrived a moment later. I ordered X-W Blue to wait while we all built up our shields. I targeted the nearest gunboat (Mu 3), and as soon as we were fully charged, I ordered my wingmen to attack it. I then

Your X-wing escort passing overhead

ordered our escort to resume. I felt if we could lure some of the Imperial fighters out to fight us away from the Corvettes, we could destroy them more easily. The Empire's pilots proved quite cooperative in this, and, with the assistance of my wingmen, I was able to wipe them out one group after the other.
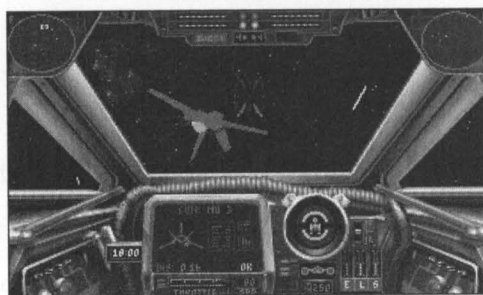
Taking out GUN Mu 3.
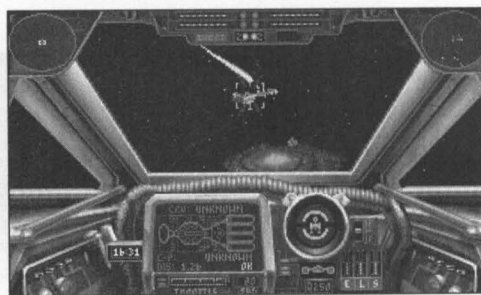
Locking onto one of the Corvettes.

Finally, the three Corvettes were alone and I took up a position outside their cannon range. I cut my throttle to zero, then switched to torpedoes and selected dual-fire mode. I targeted the middle (lead) ship of the Vic formation and ordered my wingmen to do the same. By taking this one out, we left the other two with a blind spot that wasn't covered by their lead ship (which we had destroyed). I launched as soon as I had a lock, then targeted the next Corvette and fired another pair of torpedoes at it. My wingmen had each fired two torpedoes at the first Corvette and it was soon destroyed. I
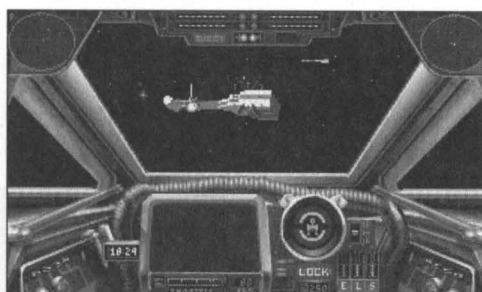
Approaching a Corvette.
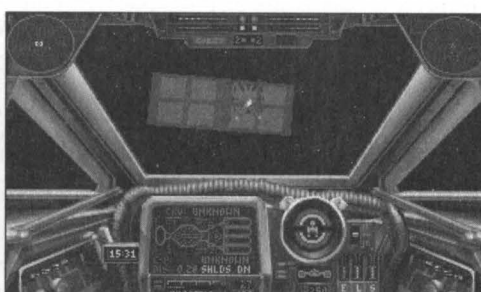
This is the best place to attack a Corvette.
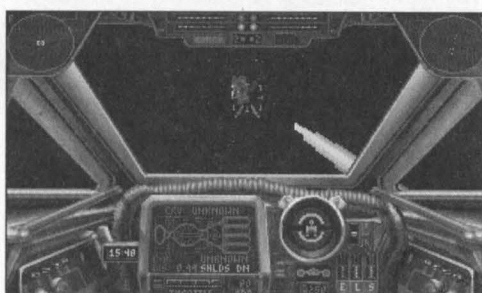
This Corvette is ready to go.

targeted the third Corvette and fired my remaining four torpedoes into it, then retargeted the second Corvette so that I could order my wingmen to attack it. As soon as they acknowledged, I switched back to lasers and made a final attack run on the third Corvette, coming in at full throttle. My wingmen finished off the last one on their own.

X-W Blue was of little help, frequently targeting the same ship I had. This led to my being hit by X-W Blue's lasers several times! As he failed to account for a single kill, I see no justification for what appears to be a reckless disregard for our safety.

C.O.'s Analysis

"Captain, didn't I tell you to see the medics?"

"Yessir. I did, sir."

"Good." I noticed with relief that the Commander seemed to consider the issue closed. "I must say you handled yourself well in this mission. An excellent job. We've got some other suggestions for attacking Corvettes, but they haven't been tested. We think you might be able to concentrate on the gun emplacement on one side of the ship. Once it's taken out, you're completely safe. However, our analysis suggests that the Corvette may roll before it is destroyed, bringing you in range of the opposite guns at point blank range! So be careful if you try this technique. Get away when the shields go down and shoot from a distance."

"Again, your performance was very good. However, X-wing Blue did very poorly."

"I don't know what got into Marskan. He's never been so erratic before," I agreed.

"This was a very difficult mission, and your success was marred by X-W Blue's poor performance. Blue arrived late and was reckless in combat, endangering the very ships he was to protect. He is to receive an official reprimand."

"Listen, commander. Marskan's a good pilot. I hope he's OK."

"I would think you'd be pretty angry with him," said Lagrane.

"I am. But we all make mistakes," I said.

Lagrane nodded, understanding me.

Debriefing (Win Conditions)

All three Corvettes and all nine gunboats must be destroyed.

With the *Intrepid* sitting out there helpless, it was too much to pass up. We scrambled within the hour. It was ironic that Raider was going to get his wish. Our mission was to attack the Star Destroyer!

OP 10:
DESTROY THE
INTREPID

File Name: std2

Mission Briefing

Take out the Shield Generator towers on the Star Destroyer *Intrepid*. Once the shields are down, the *Intrepid* will be vulnerable to proton torpedo attack. You will lead a pair of X-wings in the most critical phase of this attack. Two A-wings will escort you. Y-wings will come in four at a time to press the attack. The *Intrepid* will be just under 16 klicks away. A group of four TIE
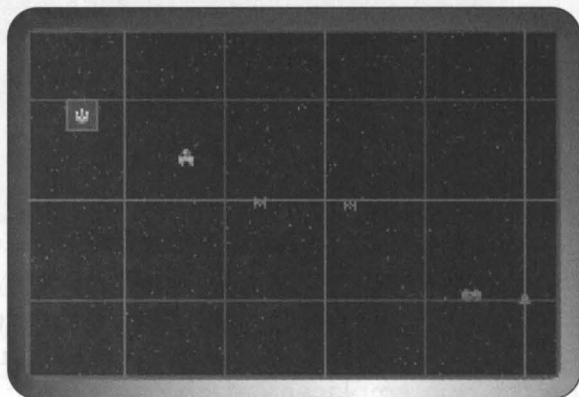
fighters will block your path at a distance of 6.5 klicks and another two-ship group at 9.5 klicks. Finally, a pair of TIE bombers will be near the *Intrepid*.

Farlander's After-Action Report

I used the standard mission start sequence with the following exception:
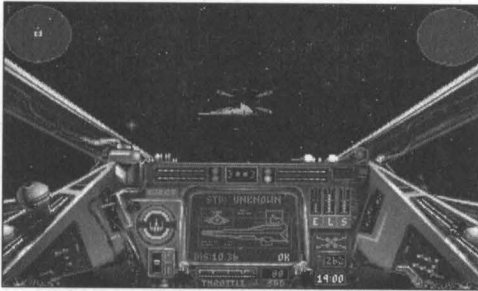
There she is. Go get her.

Since it would be up to me to take down the shield generators, I needed to get in there as quickly as possible. Consequently, I redirected all shield power to the engines and set the cannon recharge rate to maximum. This would allow me to maintain a constant speed of 100. As I neared the *Intrepid*, I was constantly transferring power from the lasers to the shields.

The first attack wave of Blue Squadron's Y-wings was already in front of us and T/F Alpha was moving to intercept. Jan-lo was flying my wing, and I ordered her to attack the nearest of these (Alpha 1). The A-wings from Gold Squadron arrived and quickly went to the aid of the Y-wings as well. T/F Alpha 2 was directly between me and the *Intrepid*, so I targeted him and killed him in a head-on pass. The CMD showed Alpha 3 to be right next to me. When I turned to look, I saw that he was on Jan-lo's tail so I changed course to take him out. Alpha 1 and 4 had been destroyed, so this left only T/F Beta and T/B Gamma to worry about.

By now I was about six klicks from the *Intrepid*, and T/B Gamma 1 was directly in front of me, preparing to launch a missile. I kept going and we opened up on each other simultaneously. My shields took a beating and
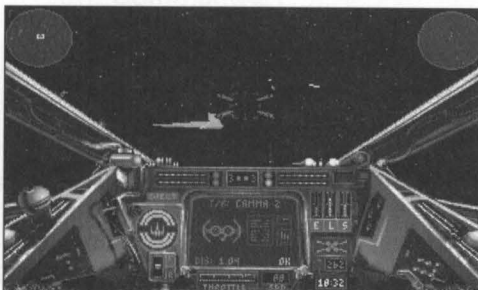
T/B Gamma will fire torpedoes at you.
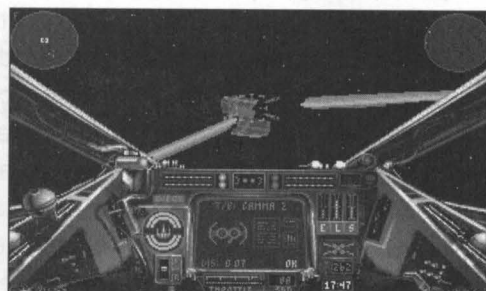
Shooting Gamma 2.

Gamma 1 survived the first pass, but only momentarily, as Jan-lo finished him off when he turned away. Continuing toward the *Intrepid*, I could see that Y-W Blue 1 and 2 had been destroyed. A missile from Gamma 2 caught Jan-lo with her shields too low, and I lost communication with her. Then she was gone. Raider, in one of the A-wings, blasted Gamma 2, but too late. I heard Raider on the comm, but didn't catch what he said. The R2 was announcing the launch of a replacement wave for Gamma and I was preparing to make my run on the Shield Generators.
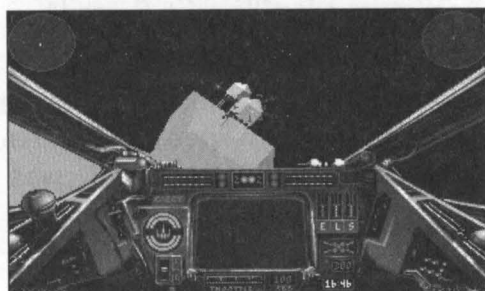
Towers straight ahead.

I approached from the port side, maneuvering to bring both generators in line so I could get them both in a single pass. With torpedoes selected in dual-fire mode I closed in on the towers. Next, I reset the shield recharge rate to normal. The targeting computer wouldn't lock on a single part of the ship, so I had to be perfectly lined up when I fired. R2 signaled an incoming missile as I got ready to fire. My shields were still strong so I pressed on, thinking momentarily of Jan-lo, then putting her out of my mind.

I launched the first pair of torpedoes at the nearest tower, then quickly lined up on the second. I was hit by two missiles just as I fired another pair of torpedoes. I lost my rear shields and took some damage to the hull, but quickly rebalanced the shields and transferred energy.

I was practically on top of the Star Destroyer now as I selected single fire mode and swung my aim back to the first tower. My next torpedo went low and passed underneath the Shield Generator. I had better luck with my last torpedo, firing it point blank into the second generator and destroying it. I was furiously transferring energy to the shields as I switched back to lasers and swung around to take out the other generator. An occasional lucky shot from the *Intrepid*'s gunners and the constant attentions of T/B Gamma were making this very difficult. I fired several laser blasts, but the tower still wouldn't blow and I swung around again for another run. This time it went on the first shot and I saw that the Star Destroyer's shields went down!

I was determined to get some distance between myself and the *Intrepid*, but first I would have to eliminate some TIEs. Another two-ship group of Interceptors (Zeta) had launched during my torpedo run, and I

joined A-W Gold in engaging them and T/B Gamma. The last Y-wing was eventually destroyed while firing the last of its torpedoes at the Star Destroyer, but another wave of Y-wings arrived to continue the attack.

I kept dogfighting the TIEs, keeping them occupied while Y-W Blue closed in. Their attack finally

End of the Intrepid.

overcame the *Intrepid*'s defenses and the Star Destroyer began to break up as it was wracked by explosions. A four-ship patrol of Assault Gunboats (Rho) arrived, but they were too late to help the *Intrepid*. Y-W Blue headed home and A-W Gold and I wiped out the last TIEs. We then overcame the gunboats and decided to withdraw just as another wave appeared on the sensors.
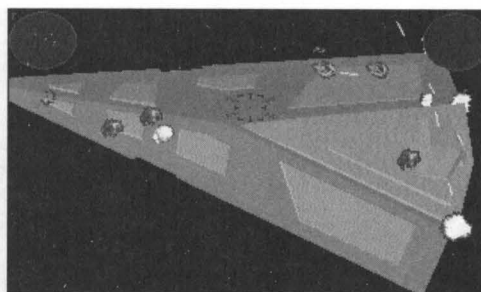
C.O.'s Analysis

Lagrane had launched in without preamble. "It's all very well to protect the Y-wings, Farlander. But your job was to attack the towers. And it should only take three torp . . . " Then he noticed my expression. After a moment, he commented, "You look mighty miserable for someone who just helped blow up a Star Destroyer."

"It's Jan-lo, sir. She was from Agamar. Joined up with me."

Lagrane looked at me strangely. "You haven't heard, have you?"

"Heard what, sir?"

"They snatched her. She's in a med tank now. They say she'll probably make it."

My heart missed a beat.

"Uh. Commander?"

"Yes, Farlander, you can go see her. Just one thing first."

"Sir?"

"I'm surprised you didn't take out the whole Star Destroyer yourself."

"Yessir," I said, smiling now. "But I wanted to let the other guys have some fun."

"You're dismissed, Captain."

Debriefing (Win Conditions)

The Star Destroyer *Intrepid* must be destroyed.

Ocean Quigley 1993

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She floated in a vat of bubbling blue slime. They let me in to see her after some coaxing and some argument. Part of her face was burned and I could see other seared patches and deep gouges in her arms and legs. Her body was mostly wrapped in some sort of bandage, but what I saw made my heart sink again. I found the nearest droid.

"Is she going to be all right?"

"Her prognosis is favorable, sir. Our med baths are remarkable at repairing burn damage."

"How long?" I asked.

"How long is what?" the droid replied. Damn literal creatures.

"I mean, how long will she need to be in that stuff?"

"Two or three days is the usual prescription."

"So if I come back in a couple of days, I can talk to her?"

"I can make no guarantees about that, sir."

"Take good care of her," I said at last, realizing there was nothing else I could do. "She's my friend."

"Yes, sir. Don't worry. We always take good care of our patients."

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"What Princess?" I asked.

"Princess Leia," Hamo told me. "She's one of the Senators from the old Republic, originally from Alderaan. We're supposed to escort her while they hand-deliver something important to her. I get the impression our covert listening operation was a success."

It had been a few days since the *Intrepid* missions and most of us had been off duty to rest up. Naeco and I looked in on Jan-lo. She was a brave pilot. Even after nearly buying it at the wrong end of a missile, she only wanted to get back in the cockpit. I had a feeling she might be grounded, though. It was tough taking all the damage she'd suffered. Maybe she could enter Intelligence training now, the way we'd always figured she would.

Now Hamo and I were walking down one of the endless corridors inside the Calamarian Cruiser. He was filling me in on the scuttlebutt about the upcoming mission. We often knew a lot about what was going on before we were briefed. The veteran pilots had a good network of information—particularly Hamo, now that he was a Commander and all.

"I guess I've never met a Princess before," I said, kind of intrigued by the idea.

Hamo just shrugged and grinned. "Who has?"

"Think we'll get to see her?" I asked, feeling a little stupid.

"Nah. We'll just pull escort duty, then hyper back here. She's not going to waste any time."

Something made me ask, "Hey, Hamo. You know her or something?"

He blushed. Yes, he actually blushed. "I met her," he admitted.

"So what's she like?" I prodded him in the ribs.

"A looker," he told me. But then he clamed up and I couldn't get him to tell me anything more.

OP 11: DELIVER PLANS TO PRINCESS LEIA
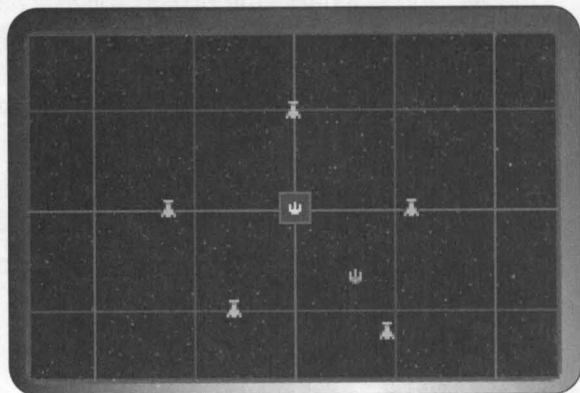
File Name: leia

Mission Briefing

Identify Princess Leia's Corvette, the *Tantive IV*. Protect our shuttle as it delivers the secret plans to the princess. You will drop out of hyperspace in the midst of five neutral corvettes. They are all about four klicks away. In addition to your X-wing, another pair of X-wings will be in the area to assist you, should Imperial forces intrude. The Shuttle *Maria* will arrive once you've identified the *Tantive IV*.

Farlander's After-Action Report

I quickly went through my standard mission start procedure, then initiated my search for the *Tantive IV* by
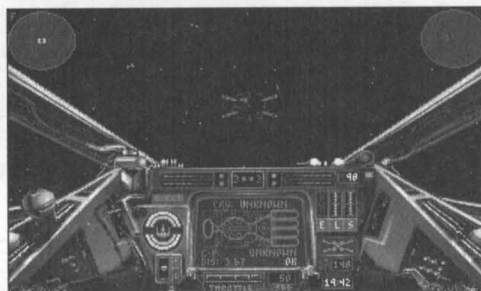
Searching for the Princess' CRV.
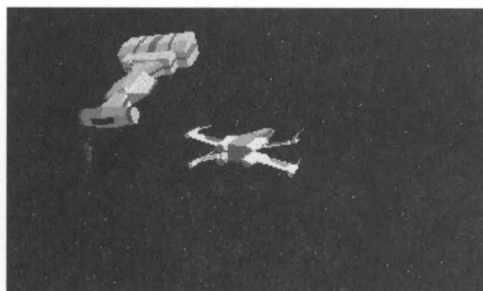
Identifying the Corvettes.
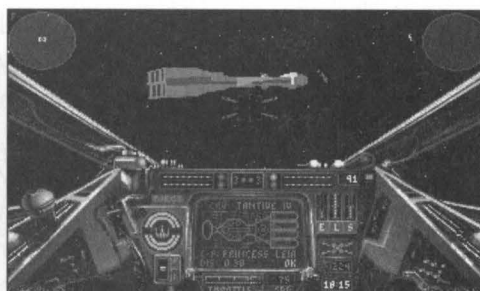
The Tantive IV

targeting the nearest of the Corvettes and heading toward it. After identifying CRVs *T-Force 2* and *3*, I found Princess Leia's ship. The Shuttle *Maria* dropped out of hyperspace right on cue. I assigned both to memory locations and took up a patrol of the immediate area. I was beginning to think everything was too quiet when an Imperial Star Destroyer arrived. It launched two four-ship groups of Assault Gunboats (Mu and Tau), then departed.
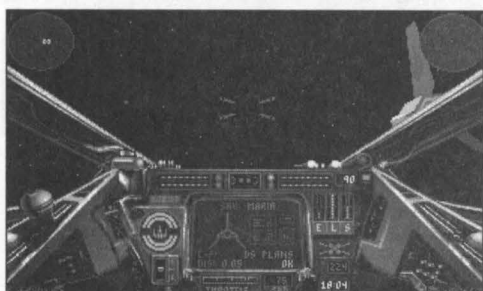
Here's the Shuttle Maria *with the plans.*
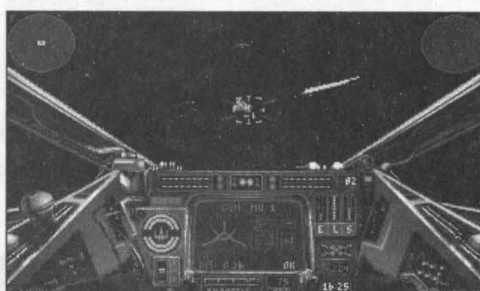
Target GUN Mu 1 with torpedoes.

I set my cannons to quad fire, then switched to torpedoes in dual- fire mode. I targeted the nearest of the gunboats (Mu 2) and took off after it. I fired as soon as I had a solid lock, then turned to go after the rest of Mu Squadron. Mu 1 and Mu 3 gave me no trouble. I hit them with two torpedoes each and they fragged.
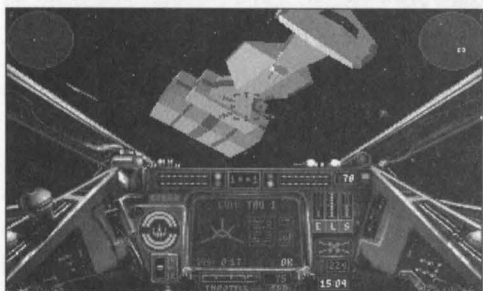
This gunboat's behind the CRV.

Mu 4 had split off and I saw that it was attempting to disable the *Tantive IV*. GUN Tau was firing missiles and engaging X-W Gold and myself. The *Maria* made it to safety as I was destroying Mu 4. I was hit a couple of times by missiles, but was able to redirect power to

the shields before taking any real damage. X-W Gold 1 wasn't so lucky and succumbed to missile fire. I then turned my attention to group Tau. The *Tantive IV* hyperspaced to safety as I was taking out GUN Tau. With Princess Leia and the Death Star plans on their way to High Command, I turned about and headed home.
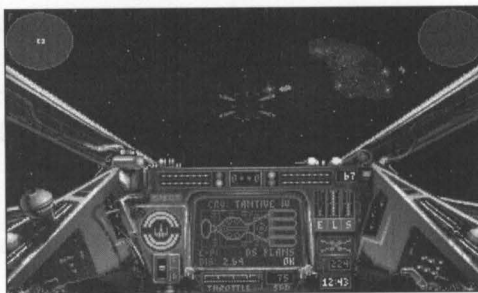
The Tantive IV *is taking off with the plans.*

Debriefing (Win Conditions)

SHU *Maria* must board CRV *Tantive IV*, which must then escape into hyperspace.

An hour later, we were back in the cockpits of our fighters. All we knew was that the Princess was under attack. We weren't about to let anything happen to her.

OP 12: PROTECT PRINCESS LEIA
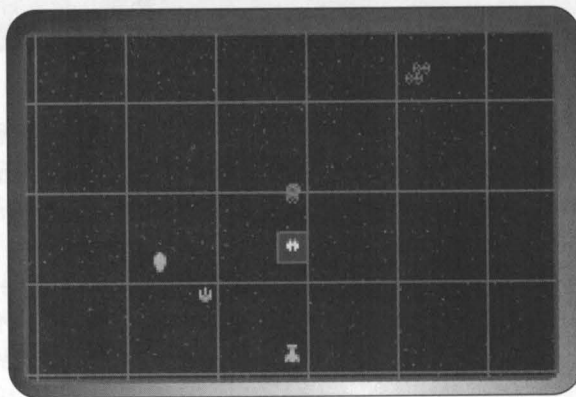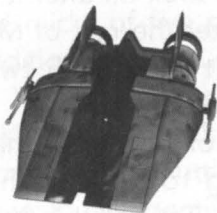
File Name: intcep1

Mission Briefing

The Star Destroyer *Immortal* has launched an all-out assault on the *Tantive IV*. Intercept the attacking TIE Squadrons and secure the hyperspace jump

point. You will be in the number two spot of a pair of A-wings. Princess Leia's ship is about 8.5 klicks in front of you and the Cruiser *Liberty* is about 10 klicks to your right. Two groups of three TIE Interceptors are less than three klicks behind you and closing fast! Another two groups of TIE bombers are more than 13 klicks away and the *Immortal* is more than 30 klicks away. A pair of X-wings is near the *Liberty* and will assist you.

Farlander's After-Action Report

We hypered in, Hamo and I, in a pair of A-wings and went through the standard mission start sequence, then headed toward the nearest group of TIE Interceptors (Alpha). I noticed several TIE bombers on the way, so I

Get a quick shot at the Interceptors . . .

. . . on your way to the bombers.

decided to leave the Interceptors to X-W Gold. The bombers were in two groups, one of three ships (Gamma) and one of four ships (Delta). I targeted the nearest bomber and moved to intercept. As I closed on my target, I found that three of the Interceptors were on my tail. I didn't even have to ask Red One to help out, though. He was right behind them, giving them second thoughts about chasing me. Beta 2 was more persistent and got himself killed while he was closing in on me. Thanks to Red One, I had enough time to lock and launch a missile at the nearest bomber (Gamma 1).

It was about this time that a group of three Assault Gunboats entered the area. I turned about to come behind the rest of the bombers, cutting speed to avoid overtaking them. I carefully locked on each in turn and fired one missile.
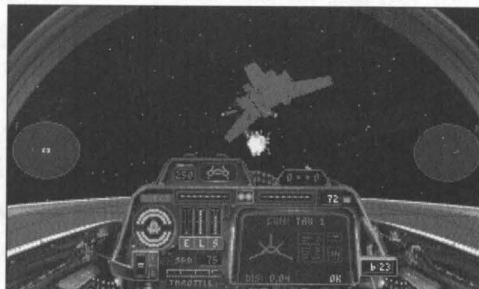
Take care of the gunboats.

When all but two were eliminated the survivors started to evade, so I switched back to cannons and finished them off with lasers. I had kept one missile for an emergency.

Now I targeted the nearest gunboat and proceeded to engage it with cannons. After that, the nearest enemy starfighter was T/I Alpha 1, which, along with two gunboats, was dogfighting X-W Gold in the vicinity of the *Tantive IV*, so I went to join them.

The Star Destroyer had launched replacement waves for Gamma and Delta but they wouldn't get here for a while. On the way, I noticed Gold 2 had hull damage so I pulled rank and ordered him to head home. Princess Leia's ship finally hypered out, and after finishing off the remaining enemy ships in the area, Gold 1 and I followed the *Tantive IV*.

Debriefing (Win Conditions)
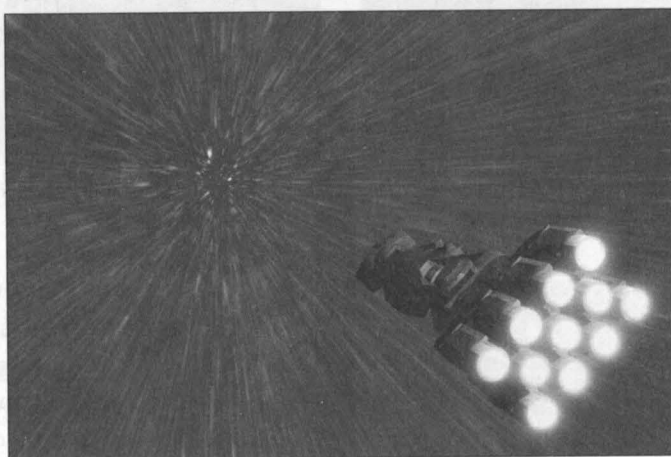
The CRV Tantive IV *must escape into hyperspace.*

We were celebrating our victory in the mess when we heard the news. The *Immortal* had ambushed the *Tantive IV* suddenly when she returned from hyperspace. The fate of the Princess and the information she carried was unknown. Our celebration turned into a wake. We feared the worst.

PART
FOUR-3

TOUR OF DUTY #3
—THE GATHERING
STORM

There were still those on the *Independence* who were feeling confident, as if, in defeating now two Star Destroyers and successfully outwitting the Empire several times, we had truly gained some advantage. But those of us who flew the missions and watched the coming of raw recruits who left their belongings in freshly scrubbed cabins, without even time to unpack, and went out on missions and died without our ever knowing their names, felt the uneasy twinge of fear that lurked silently in the recesses of our hearts, and deeper, in our guts.

The news that the Princess had disappeared and that neither she nor the plans to the Emperor's secret weapon were yet in Rebel hands had served to lower our shaky morale even further. It made the sacrifices seem meaningless. We could take the pressure, the attrition, when we saw our successes before us, in the destruction of a Star Destroyer, or the silent blossoming of an exploding weapons container. But this … many of us began to doubt.

Those of us who survived a few missions developed instincts that kept us alive. I could sense the direction my enemy would turn, anticipate his twists

and loops, staying on his tail until I had blasted him to space particles. I could lead him into my cannons without thinking, blast into empty space only to watch him fill the void and connect solidly with the red death in my lasers. I had hardened, and I no longer questioned my right to kill. I only questioned my ability to remain alive in the chaos and uncertainty of battle.

But for many, the first mission was the last. For others, even after many successes, the luck ran out. It was a rare privilege to have friends like Hamo and Sam, Jan-lo and Biggs. But it was a tenuous friendship. You had to be ready to say good-bye at any time.

Still worse, I had begun to question our ability to win the war. I badly needed some good news.

We were gathered for one of those periodic events the High Command felt obligated to organize. Various awards and promotions were handed out. I even received a medal—for some mission I had already forgotten. And now General Dodonna was speaking about our goals. I kept thinking what a miracle we would need if the rumors I had heard were true. I kept hope alive, but barely.

"We know now what the Empire's new weapon is." The General spoke flatly, as if he were reading the menu for dinner. That's how I knew he was really worried. "It's called the Death Star, a very large, moon-size spacecraft reportedly capable of generating immense energy bursts.

"We have several operations planned that should delay the completion of the Death Star, and our intelligence network is working to discover the location of the construction site for this massive project."

At this point, the General seemed to come alive a little, and some passion re-entered his voice. I aligned myself with his conviction, using it to revive my spirits and my resolve.

"It is time for us all to realize that we are in a fight for more than our lives, but for the principles upon which the Rebel Alliance was formed. It's up to us to find a way to defeat this weapon. Rest assured, we in the High Command are not without resources. We are still strong, united, and ready to fight!

"Now here are our current goals. We will be sending out missions almost immediately, so from here, pilots and crew should report directly to briefings as posted on the holos outside.

"First, we will begin to stockpile military equipment and weapons for the assault against the Death Star.

"Second, we will use sabotage to delay the construction of the Death Star. We will also mount missions designed to capture key scientists and military staff.

"Third, we will redouble our efforts to locate the Death Star's construction site.

"Fourth, we will plan a massive assault on the Death Star to destroy it before it is completed.

"As always, we will respond to opportunities as they present themselves.

"Please report to your duty officers now and thank you for coming. Dismissed."

I was on my way to the hangar when Jan-lo caught up with me.

"I wanted to see you before you went out," she said.

"What is it, Sunnar?" I asked.

"I'm being transferred. I'm going on a long assignment for Intelligence. I wanted to say good-bye. And wish you luck."

"You're leaving?"

"Yes. I can't talk about it. But I'll most likely be gone a long time."

Then she came up and hugged me. "Take care of yourself, Keyan. Be careful."

"I'll do my best. You, too. Stay out of trouble, OK?"

She laughed. "I'll do my best," she answered, parodying me.

Then she turned and walked quickly away, and I continued to the hangar where I climbed into an A-wing and prepared for another mission.

OP 1: GUARD WEAPONS
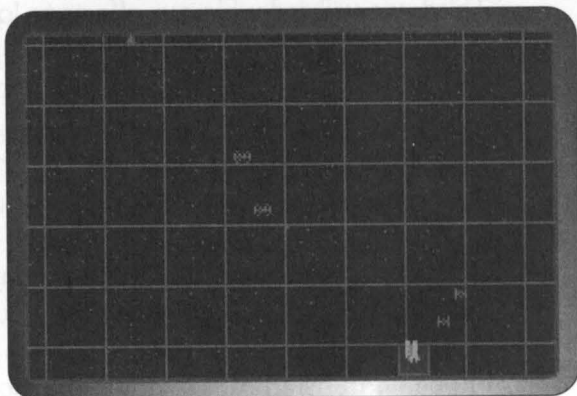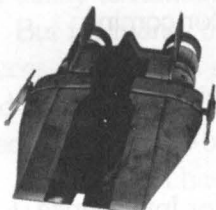
File Name: defend2

Mission Briefing

Guard the Freighter *Sidral II* until the Corvette *Frazier* has transferred its cargo. Your mission objective is to protect a transfer of contraband military materiel. This cargo comes to the Alliance from outlaw pirates and represents the latest in Imperial technology. The Star Destroyer *Immortal* is about 45 klicks away, but has already launched a TIE Fighter and bomber assault.

Farlander's After-Action Report

Standard mission start procedure. The *Frazier* and the *Sidral II* were less than a klick from where we entered normal space. The *Immortal* had four three-ship groups of TIEs already closing in on us. The closest to us were two groups of TIE Fighters—Alpha at 4 klicks and Beta at about 8 klicks. Behind them were two groups of TIE bombers—Gamma at 23 klicks and Delta at 29 klicks. I ordered my wingman to attack the nearest enemy TIE Fighter (Alpha 1), then targeted the next for myself. I took out Alpha 2 while keeping an eye on the message line. After we had eliminated Alpha and Beta we turned to engage
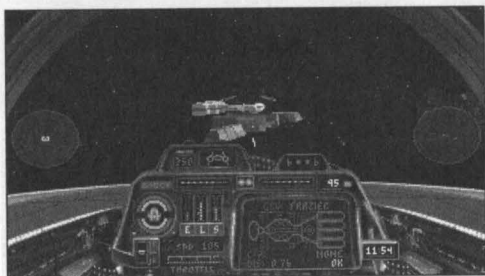
The CRV Frazier.

Assigning T/F Alpha 1 to the wingman.

Gamma, which was now less than 12 klicks away. I knew we couldn't let them get within torpedo range. The TIE Fighters had succeeded in destroying one of the cargo Containers, but the Corvette and Freighter were as yet untouched.
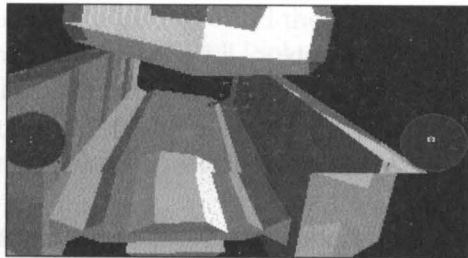
Flying over a freighter.

As we headed toward the bombers, I switched to missiles. Also, I noticed that replacement waves for Alpha and Beta had launched. While we were closing on our targets, I called up the *Frazier* and the *Sidral II* in the CMD and assigned them to memory locations. I ordered my wingman to attack Gamma 2 and I took the leader. As soon as I had a solid lock, I fired, then targeted Gamma 3 and switched back to cannons. My wingman got Gamma 2 with a missile and we proceeded to attack Delta using the same tactics.

After destroying Delta, we took up a position between our ships and the Star Destroyer, about 8 to 10 klicks from where they continued the cargo transfer. Here we could intercept the replacement waves from the *Immortal* without getting too far from our charges. As soon as the transfer was completed and our ships got safely into hyperspace, we headed home. This occurred before the next assault wave could reach us.

C.O.'s Analysis

"You handled the mission well, Captain," Lagrane told me. "However, there are a few comments I'd like to add. First, given the distance to the *Immortal*, you might have been able to eliminate some of the TIE Fighters, even though you correctly targeted the bombers as the primary threat. But there was plenty of time between waves to shoot up the TIEs as well. You had missiles to spare, so you might have even used one or two on the TIEs that were attacking the cargo containers. If you noticed, T/F Beta was attacking the cargo containers, so only Alpha was specifically targeting you."

"I'll try to do better next time, sir," I said.

"It's just some constructive criticism, Farlander. Don't take it wrong. You did a fine job. Fine job."

"Yes, sir. Thank you, sir."

Debriefing (Win Conditions)

The CRV *Frazier* must dock with the FRT *Sidral II*, then both must escape into hyperspace.

"Who let them on this ship?" asked Raider.

"Who knows?" Naeco answered. "Come on. Let's go see what they want."

The leader was a tall, obese Calamarian whose tunic was military issue, covered with ornate commendations and battle patches, and whose face was scarred in three places. He wore a long cape and an iridescent headband covered his bald head.

Surrounding the Calamarian were two Gamorreans who looked nervous and kept fingering the empty holsters where their blasters should have been, one Quarren who simply stood silently by the leader's side, and one human who was dressed in the style of a Corellian and started forward as if to say something to us.

The portly Calamarian reached out a huge hand and grabbed the shoulder of the Corellian, who spun around angrily, then visibly calmed himself and took his place again.

"I am Tuz, the great trader," the Calamarian announced in a booming voice. "No doubt you have heard of me?" He paused expectantly. "Well, no matter," he continued when we all stared blankly and said nothing. "I've just delivered some prime Imperial timers and fusion shells. A few trinkets I came across in my travels."

"Probably defective," muttered Raider under his breath.

"What was that?" asked the Calamarian, gazing at Raider for a long moment as if searching for something he had lost. Then he smiled and said, "Stealing from the Imperials is thirsty work."

And Naeco said, "O great Tuz. We would be honored if you and your friends would join us in the pilot's lounge."

Raider shot him a look, but Naeco just shrugged and whispered, "What's the harm? It might prove interesting."

After introducing ourselves, we led the Calamarian and his entourage to our familiar lounge where we sat at one of the large tables in the back. The pilot's lounge was really our ready room, but we spent so much time there that we'd renamed it. It was a large area of the Calamarian ship fitted with holo decks, tables, and some food dispensers that provided us with various snacks. We had made deals with the kitchen crew and could get a wider variety of food sent over to us from time to time. Some of the pilots had fashioned a make-shift bar in one corner, which was tolerated though not condoned by the high brass.

Tuz sat at one end of the table, the Quarren to his right and the Corellian to his left. The two Gamorreans stood behind the pirate, still looking uncomfortable. Naeco brought drinks for Tuz and his two Lieutenants and I figured they'd be excreting fluorescents by tomorrow. Nobody offered anything to the Gamorreans, whose eyes darted rapidly from one of us to the next.

"You're probably wondering why I donated all that nice Imperial technology to your Alliance," Tuz announced after tasting his drink and nodding to indicate his approval.

"You must have made a tidy profit," suggested Naeco.

The Calamarian cocked his head to one side, staring at Naeco with one huge, unblinking eye, his left. I learned later that staring with the left eye was a way of showing surprise. On the other hand, if a Calamarian stared at you with his right eye, it was either a challenge to fight or an expression of love, depending on circumstances.

"Actually, Captain, we made nothing on the deal at all."

"I find that hard to believe," stated Raider. "The great Tuz giving away cargo? Not likely."

Tuz cocked his head three-quarters to the right, a defensive posture, but not an outright challenge. "It seems you have heard something of me, after all, Captain Raider?"

"Let's just say we've met and I found out you're a swindler and a cheat."

A Gamorrean suddenly lunged at Raider, his two ham-size hands swinging wildly. As I found out, Gamorreans would fight at the slightest provocation. Raider ducked under the Gamorrean's attack with practiced ease and answered with a thunderous uppercut in the soft spot just under the creature's jaw. The Gamorrean fell backward and Raider stood over him, shaking his hand and examining it for damage. Apparently there was no soft spot on a Gamorrean.

All this happened very suddenly, but the other Gamorrean was already on his way to attack, the Corellian was halfway out of his chair, and Naeco and I were about to rise to Raider's defense. The Quarren hadn't moved. The Gamorrean on the floor was smiling. There was nothing a Gamorrean liked more than a fight.

Tuz raised his hand and everybody stopped. "Friends. There's no need to be at odds. We're here to enjoy a simple drink with our new acquaintances from the Alliance." He turned to the Gamorreans and said, "Behave yourselves or I'll send you back to the ship." Then he smiled in Raider's direction and said, "You handle yourself well, Captain."

Raider slowly settled back into his seat, but his eyes were like coals, dilated and burning with anger and adrenaline. The Gamorreans looked disappointed.

Tuz continued. "There was a time, Captain Raider, when I might have taken advantage of a gullible young trader and perhaps profited at his expense. But those times are long past. Now I am in the service of our common cause, though I don't wear the uniform you so admirably represent."

Raider was beginning to relax a little as the Calamarian spoke. Finally he grinned. "So it's let bygones be bygones, then, is it, Tuz?"

The trader grinned back hopefully, his hands spread, palms up. "As I said. We are on the same side."

"What's the real reason for this change of heart?" Raider asked then.

The Quarren, who had up to this moment said or done nothing to call attention to himself, leaned over and whispered something. Tuz then readjusted his headband and looked toward the Corellian on his left.

The Corellian, who was called Fortune, then spoke for the first time. "Captain Tuz has been working for several months with the Alliance under my supervision and that of Vice Admiral Wirriz, the quiet Quarren to my right. Captain Tuz has certain Imperial contacts that we have found . . . useful."

Now Raider looked even more dubious than ever. "You're not telling me that Tuz is doing all this for the sake of ideals."

Fortune laughed and slapped Tuz on the back. The Calamarian winced but said nothing. "Let's just say that Captain Tuz has a very long and involved history with Admiral Ackbar and that his participation in these undercover operations is not precisely voluntary."

It was interesting to observe how the tables had turned. Now Fortune was in charge and Tuz was the subordinate. The Quarren, however, remained silent and impassive, his only commentary consisting of an occasional rumbling that reminded me of the sound my stomach made after eating too much porf.

Tuz spread his hands wide in what I now saw was his characteristic pose of conciliation and said, "Commander Fortune is not entirely correct. I was, at first, a reluctant participant in this charade, but I have come to admire your commitment and dedication. I have no love for the Empire, after all." He smiled at us all.

Raider looked doubtful and even Fortune gave a short, staccato laugh. Finally, the Corellian said, "We will have to be leaving soon. We've left some additional information with Commander S'man and Commander Blastwell. You should find an Imperial repair facility is ripe for the taking."

He stood up and we all followed his lead. We shook hands all around, except for the Gamorreans, of course, and ushered the pirates back to their

ship which was docked in Hangar Bay 4. As soon as we left the lounge, Tuz took over his role as leader and began a bombastic diatribe against "cheap Alliance negotiators" who wouldn't pay market value for such excellent cargo.

We watched their small freighter as it lifted on repulsor jets and floated out the airlock. Raider stood rubbing his hand and shaking his head. "I wouldn't trust that Calamarian for one instant. He's as treacherous as they come."

Nobody responded, so I asked, "How's your hand?"

OP 2: DESTROY REPAIR DOCK
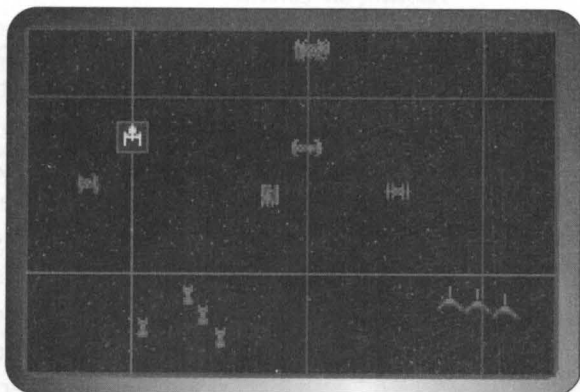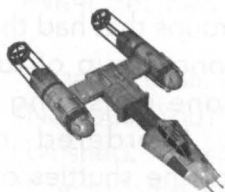
File Name: yraid

Mission Briefing

Assist your flight leader in destroying an Imperial Repair Dock and the surrounding ships. You are to attack an Imperial weapons supply and repair depot in order to cripple the Empire's ability to protect the Death Star. The Repair Dock is a converted Freighter and has a protective minefield around it. An Imperial Corvette is among the many vessels in the area.

Farlander's After-Action Report

Went through the standard mission start procedure. The Imperial Corvette was near the dock and several other groups of ships were arrayed around it. Two groups, T/F Beta and T/B Gamma (two ships each), moved to attack us as we dropped out of hyperspace, so I ordered Red One to attack one of
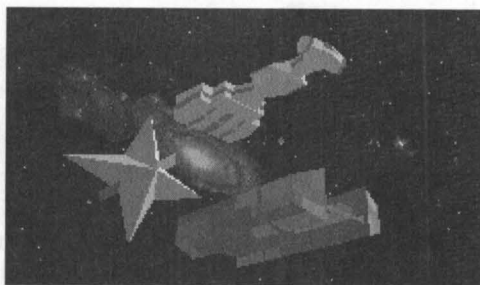
Freighter, Corvette, and Mine.
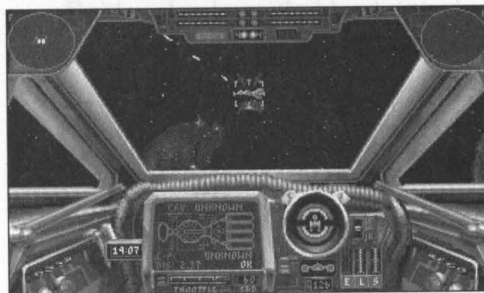
Targeting the Corvette.
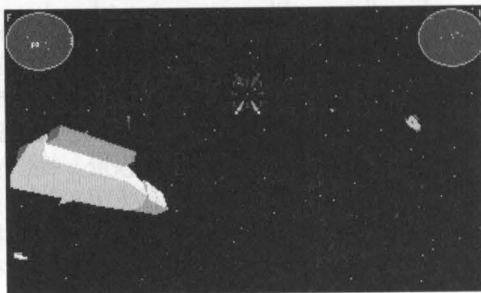
Going after the transports.
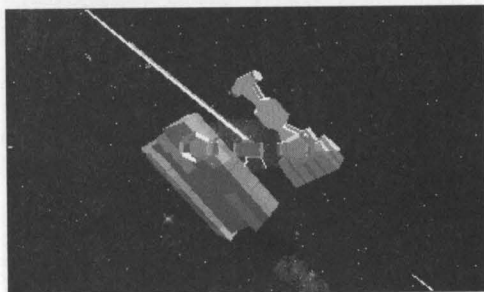
Coming up and under.
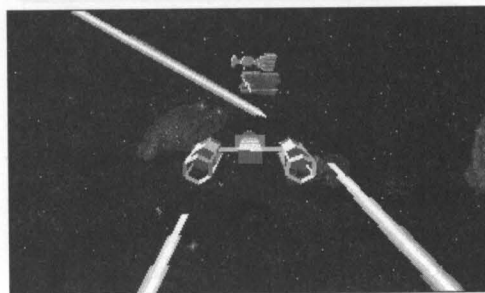
Heavy pursuit.

the bombers while I took the other. We then engaged Beta the same way.

Of the vessels awaiting repair, there were two groups that had their shields down—one group of four Transports and one consisting of three shuttles. I ordered my wingman to attack the shuttles one after another while I took out the Corvette and the minefield. I switched to torpedoes for the Corvette and attacked it from just beyond the range of the mines. This also gave me some time to build my shields back up.

Then Red One attacked the Repair Dock and I headed toward a stationary group of three TIE Fighters (Delta). On the way there, an Imperial Frigate arrived and began launching TIE Interceptors and TIE bombers. I broke off my attack on Delta to deal with the bombers.

As soon as Red One had destroyed the Repair Dock he started heading for the jump point. I was concerned that I was being left to complete the mission alone, but I pressed on. Evading my pursuers as best I could, I destroyed the Transports and continued on to a group of six stationary TIE bombers (Zeta). Occasionally, I would break off to dogfight with one of the Interceptors or bombers when they made it easy for me. I noticed that

every time I killed off a group, the Frigate would launch replacements, so I tried to rely on my shields and constant evasive maneuvers as much as possible. Once I had eliminated T/B Zeta, I turned to engage the Interceptors and bombers that were still on my tail. As soon as they were gone, I headed home. As I prepared to jump into hyperspace, R2 told me another wave of Interceptors was launching.

C.O.'s Analysis

"Good mission, Farlander."

"Yes, sir. I could have used more help from Red One, though, sir."

"He left a little too soon, didn't he?"

"He did, sir. I didn't feel the mission was complete until the last of the Imperial ships was taken care of."

"We'll get Red One on some teamwork simulations, Captain. Don't worry."

"Thank you, sir. I sometimes get a little nervous out there all alone."

"Nervous? You?"

I blushed. "Yessir. I like to have company out there."

"Don't blame you for that. We'll see what we can do."

Debriefing (Win Conditions)

TRN group *Lambda*, SHU group *Omega*, T/B groups Zeta and Gamma, T/F groups Beta and Delta, and the Repair Dock (FRT) must all be destroyed.

*** SPOILER ***

Pick targets for your wingman, but save the Repair Dock for last. The attack on it will trigger the arrival of the frigate.

Also, though it is not a win condition, the Corvette should be taken out as early as possible to reduce the chances of losing your wingman.

Note that the frigate and the player's flight group each have three possible start positions to vary the difficulty of the mission.

We flew a lot of missions that seemed to lead nowhere. Lots of picket duty, watching planetary systems from a distance, or keeping tabs on the movements of certain ships the High Command suspected of having involvement with the Death Star project. It was all routine.

We got new recruits every few days, and they had to be oriented and assigned. Some of them even managed to survive to become LTS on future missions. LTS was our slang for "Likely To Survive." You didn't learn what it meant until you were one.

Namrhe and Omin-Oreh were two promising LTS's who had made it through a couple of tough dogfights. Namrhe was a nomad, having come originally from Bestine IV, where the Emperor had set up a high-security base and sent all the small planet's population packing with promises of a "new and exciting home." The promises weren't kept, of course, and most of the people of Bestine IV had scattered to other systems.

Omin-Oreh came originally from one of the systems at the bottom tip of the Rim (as seen from the Galactic Center, of course). He spoke softly and said little when he did speak. His deflection shooting showed great promise.

I chose both Namrhe and Omin-Oreh for what sounded like a routine escort mission. We launched our Y-wings at 0455 hours. By 0547, Namrhe was dead and Omin-Oreh was floating in a tank on Med Deck.
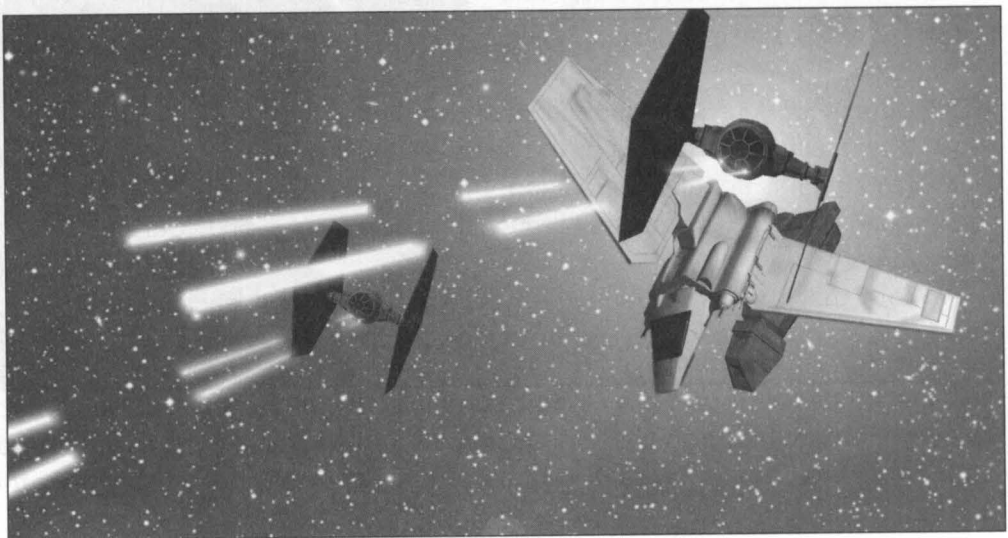
OP 3:
CAPTURE
MILITARY
TRANSPORT
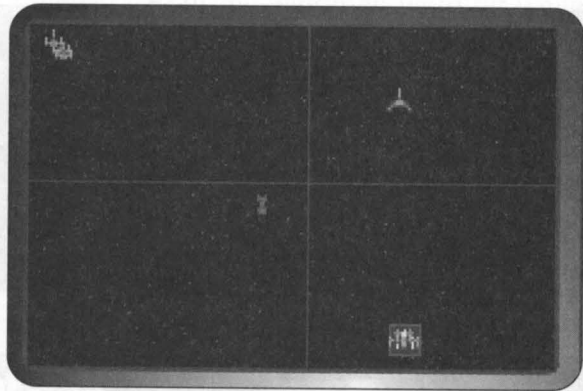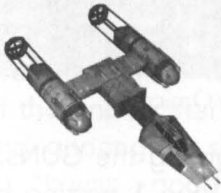
File Name: max14

Mission Briefing

An Imperial Transport carrying military advisors has been disabled. Lead your Y-wing squadron to oversee its capture. Special operations forces have managed to sabotage a key Imperial military Transport in order to cause its hyperdrive to fail. Now stranded, the Transport is carrying military advisors who are connected to the Death Star project. An Alliance Shuttle will delivers a commando team to board the Transport. You will be assisted by three X-wings from Blue Squadron.

Farlander's After-Action Report

After a standard mission start procedure, I brought up the Shuttle *Hunter* in the CMD and assigned it to memory. Then I targeted the enemy Transport and flew close enough to ID it. I assigned it to memory, as well. My shields and cannons had reached a full charge, so I reset the recharge rates to normal and went to full throttle.
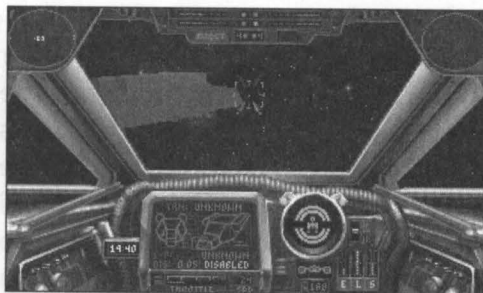
ID the transport.

I decided to stay close to the shuttle in case of trouble and sure enough, about a minute into the mission, two three-ship groups of Imperial Assault Gunboats arrived (Mu and Rho). I queried the CMD for the nearest one and ordered my wingman to attack it. By the time the boarding party had captured the Transport *Omicron*, I had destroyed three of the GUNs.
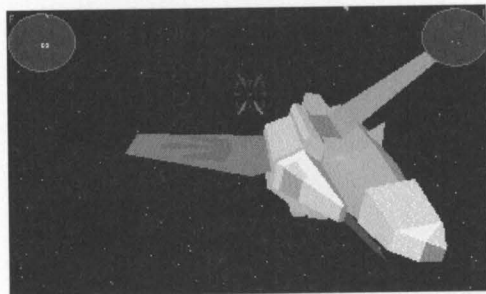
The Rebel Shuttle.
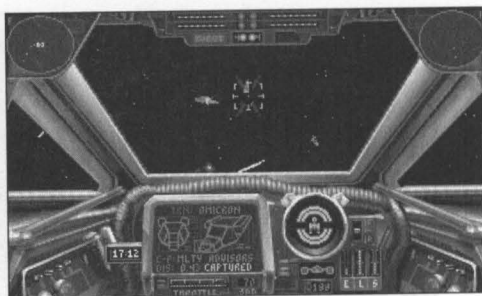
Guard the Omicron.
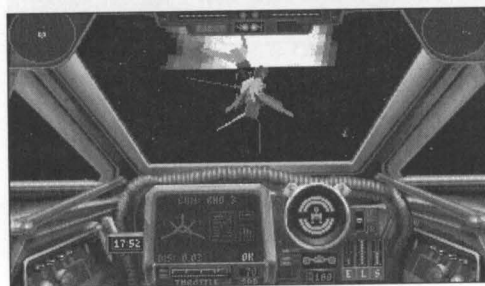
Shooting GUN Rho 3.

While I was fighting the GUNs, I had noticed X-W Blue 1 getting hit pretty bad. I ordered him to head home and tried to keep the GUNs away while he prepared for the jump, but they had ganged up on him and I couldn't stop them all. Blue 1 was destroyed just seconds before he could make it to safety.

The Alliance Frigate Inad arrived a moment later so I turned back to the *Omicron*, staying close to keep the Imperials at bay. I destroyed another Gunboat and saw that X-W Blue 2 had been shot up, also. Blue 3 was gone as well, but I didn't see what happened. My wingmen were still in good shape, though.

Then an Imperial Star Destroyer arrived a mere four klicks away! The *Inad* was still more than 13 klicks away and the *Omicron* still had more than 10 klicks to go to get to it. I decided to stick to the *Omicron* to make sure it made it to the *Inad*. An Imperial Transport dropped out of hyperspace near the *Omicron* and immediately moved to attack it, so I targeted it and switched to

The Immortal *is very close!*

torpedoes. I selected dual-fire mode so I could kill it as quickly as possible.

The Star Destroyer had launched a three-ship formation of TIE Fighters from Beta Squadron. The GUNs and the TIEs kept after me, so I requested assistance as I kept on after the enemy Transport. My torpedoes finally caught it after two near-misses. Another Transport came in to take its place.

I destroyed it and the one that followed. Both my wingmen were hit while trying to keep the enemy fighters off my tail.

When I was sure there were no more Imperial Transports to worry about I started dogfighting with the remaining starfighters. The Gunboats seemed to have endless replacements, so as soon as the *Omicron* was safely aboard the *Inad*, I hypered home.

C.O.'s Analysis

"You were quick to recognize the threat posed by the Transports. In fact, all of the enemy starfighters were preoccupied with attacking our starfighters and ignoring our shuttle and the captured Transport. Not so the Transports.

"It was a good thing you held on to your torpedoes, but you could have used some against the Gunboats to adjust the odds a little in your favor. You would have had to rely more on your wingmen to assist against the enemy Transports, though."

*** SPOILER ***

If the GUNs come in far enough away you may want to try a head-on attack with torpedoes. Switch to dual-fire mode, as the gunboats are fairly tough. The Imperial Transports are the greatest threat and must be stopped quickly, so stay close to the *Omicron*.

Debriefing (Win Conditions)

The TRN *Omicron* must be recovered.

Gart was a soft-spoken boy with jet black, rather unruly hair, lazy eyes and a smile just too wide for his face, and he had the dream and burning desire to be a pilot. He had good reflexes and took instructions well and he loved our starfighters, who seemed deadly and sophisticated; he loved the Alliance, which had become his real home, and he devoted himself to his training which, in the darkness of the simulators, with the solid feel of the controls in his hand, the starchy resistance of the flight suit, and camaraderie of other pilots, seemed romantically beautiful.

There were at least a dozen other duties to perform aboard the *Independence* and opportunities in many departments, but for Gart, the youngest of the trainees who sought their certification, the only people who really existed were the pilots.

Gart had tried, twice, to qualify as a starfighter pilot with every indication that he would be a good one, and nothing was wrong with him, other than an innate shyness and the fact that, at 16 years of age, he was really too young to be here. He was here; that fact was undeniable, and he had everything needed to be a fine pilot. Everything, except one missing ability that wasn't his fault and that nobody could do anything about, and it had so far prevented him from attaining his only dream.

Gart had at one time, when he was very young and still living with his family on Agamar, contracted a rare and unfortunate disease, unfortunate because it attacked the brain stem in a way that left its victims with an outward appearance of perfect health, and, given that most sufferers never became 'fighter pilots, that appearance was justified, but the peculiar conditions involved in piloting a starfighter revealed the damage that was done.

In simulators, Gart performed as well as any other student, better as time went on and he tried a second time and, finally, a third, but in actual flight, his damaged brain stem caused him to suffer terrible pain behind the eyes and at the base of the neck, and his sense of direction became affected. The loss of directional sense was called "disorientation syndrome" and it had a variety of causes, but Gart's disease was one of the more obscure causes, and for some time the medics aboard the *Independence* couldn't see why Gart was having these problems. When they finally diagnosed his condition, they told Gart and his commanding officers that under no circumstances would he ever be able to be a pilot. And that was that.

Except that Gart, whose single interest in life was to be a pilot, would not accept it and dedicated every moment of his life, even in the subconscious world of his dreams, to proving them wrong. He overcame his shyness and natural tendency to keep to himself and came to us, asked us questions, begged time from the instructors, got himself into 'fighters somehow and into real-space simulators. Nobody could possibly imagine the searing lances of pain that his damaged brain stem radiated along his healthy, and therefore remarkably sensitive, nerve endings in response to his efforts, nor the unflinching determination with which he gradually accustomed himself to the sensations.

Perhaps it was a medical miracle, or an indication of the sheer power of the mind, but Gart became a pilot on his third try. Even the most dubious of his instructors had to admit he handled a starfighter, not just well enough, but

with an exceptional grace and certainty and precision nobody had seen in a rookie in years. He was, perhaps, the best of us all, anxious to see the enemy, to fire his cannons in battle, and to return to the approbation of his fellow pilots. Everyone respected him for his accomplishment, and Gart found to his surprise that he had friends, and even admirers.

Gart was sent to me. I was helping orient new pilots to Red Squadron now that Hamo was more and more involved in the strategic planning and special missions that took him off-ship. And we were fellow Agamarians. We talked a great deal during those first few days. I had never known anyone so single-minded and purposeful. His concentration was almost painful and both repelled and attracted me.

I had taken Gart with me on a temporary assignment to the Cruiser *Defiance*, just to observe and train some new pilots. We were only there an hour when the attack came.

I had intended to take Gart slowly into action, to give him a milk run and sort of observe him, let him ease into his new role. But we found ourselves in the thick of it without warning, and most of the experienced pilots stationed on the *Defiance* were on other missions. I needed him. Besides, if ever a pilot was ready for action, it was Gart.

OP 4: SCRAMBLE!

File Name: max17
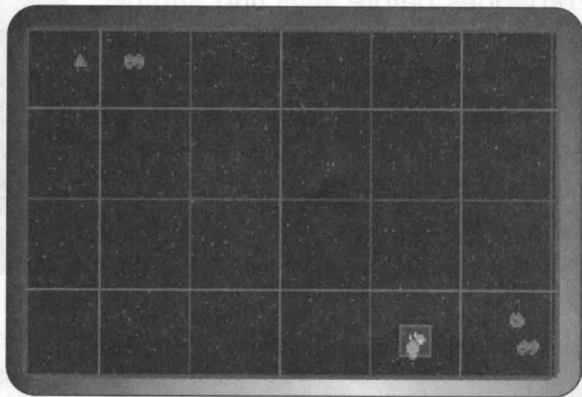
Mission Briefing
Defend the Calamari Cruiser *Defiance* from a surprise attack by the Imperial Star Destroyer *Immortal*. This is a scramble mission. Your flight leader will lead your three-ship group out of the hangar bay. A pair of Blue Squadron's A-wings are already intercepting the attacking TIEs. The *Immortal* is nearly 16 klicks away off the port side of the *Defiance*. The first wave of attackers is about four klicks off the starboard side, so you will exit the hangar directly

toward them. They are a six-ship group of TIE bombers (Gamma) being led by a three-ship group of TIE Interceptors (Beta). Another six-ship flight of bombers (Delta) has just left the *Immortal*.

> **Note:** Unless you have a very fast machine, use lowest detail level. There are a lot of ships in this mission (two Capital ships and 26 fighters).

Farlander's After-Action Report

Went through the standard mission start procedure with the following exception: I redirected shield power to the engines and reset the cannon recharge rate to maximum. I then transferred cannon power to the shields and targeted the nearest bomber (Gamma 1). Ordered my wingman to attack and switched to torpedoes before selecting another bomber for myself (Gamma 6). The bombers had already launched their first salvo as my targeting computer started to acquire a lock. I fired as soon as I had a lock, then saw that yet another six-ship group of bombers (Alpha) had launched from the *Immortal*.
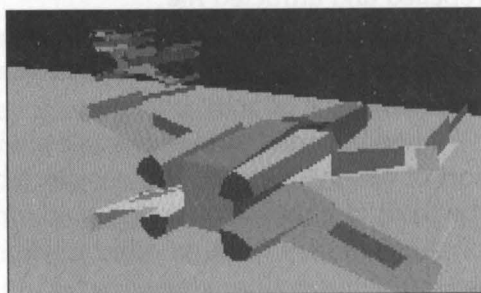
X-wings over the Defiance.
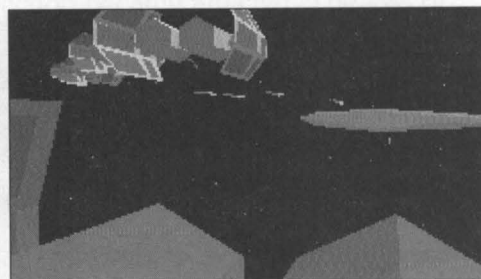
Bombers on the attack.
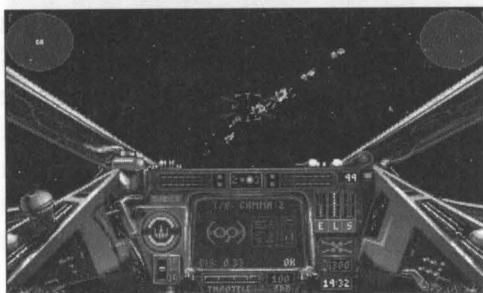
Targeting the bomber formation.

As I closed in on T/B Gamma I switched back to lasers and put the shield recharge rate back to normal. Hoping to force them to break off their attack, I started firing along the length of their formation. A few did turn about, but most kept going and as I turned in behind them, I had to

be careful when I fired because we were still so close to the *Defiance* that she was a wall against the sky and I didn't want any of my shots to hit her.

The Cruiser's gunners were doing an excellent job, but we knew we couldn't let up for a second. I proceeded to search out the bombers and order my wingman to

Protect the Defiance.

go after them, then targeted others for myself. I chose to ignore the Interceptors for now. First, there were only a few of them, and second, their lasers weren't going to do too much damage to the *Defiance*!

We continued to attack the TIE bombers and were happy to see the *Immortal* jump into hyperspace. Our joy was to be short-lived as she came back off the starboard side of the *Defiance*. We were chasing down the last hull-damaged enemy starfighters when R2 reported the return of the Star Destroyer. I decided to leave the remnants to the others and head off toward the *Immortal* on my own. The Star Destroyer soon began to launch TIE Interceptors (two groups: T/I Theta, three ships, and T/I Zeta, four ships) and then four more TIE bombers (Beta). I targeted one of the bombers and saw that A-W Blue and my wingman had come out to join me. T/B Beta started firing missiles at us, but we kept our shields up and avoided the missiles or absorbed them in our shields. Before long the *Defiance* made it to safety so we disengaged and hypered out.
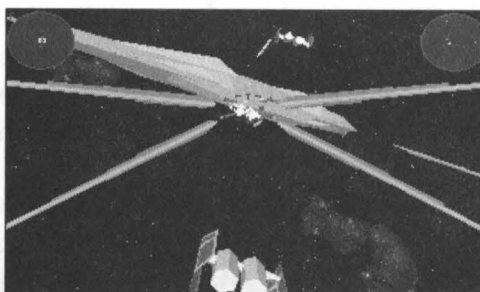
C.O.'s Analysis

"It's a good thing Calamari Cruisers are as tough as they are!" Lagrane said. "Even with all your efforts, this was a close one."

"I wasn't sure we'd get them all in time, sir," I told him.

"Some of our pilots say they prefer to ram the bombers when time is critical. This throws them out of formation pretty fast. But we still don't like to recommend that method. It weakens your shields, leaving you vulnerable until you can rebalance and recharge them. But hey, you beat four-to-one odds, Farlander. You and the other pilots. Keep the good work going."

"I'll do my best."

"Oh, and Farlander."

"Yes?"

"It's unusual to take a rookie out on this kind of mission."

"I know, sir."

"I've studied his performance. He's good. Keep working with him. But try to keep him out of trouble."

"He is good, isn't he?"

Lagrane gave me one of his rare smirks. "He's good," he said.

*** SPOILER ***

When the *Immortal* returns, it has two possible entrance points, one about 10 klicks away and the other about five klicks away.

Debriefing [Win Conditions]

The CRS *Defiance* must survive.

Gart was a happy spacer. He couldn't get enough of it and even after the mission was over he had to talk about it, relive every moment, savor every cannon blast and every twisting, wrenching moment of it. You would never think, to hear him talk, that Gart had been ravaged by pain the whole time and that he had forced it away by sheer willpower. But it was a good mission, he had flown well, brilliantly at times, and just maybe that made him LTS.

For the next day, back on the *Independence* and with no missions scheduled, Gart followed me around most of the time. I didn't mind. It was uplifting to see how happy he was.

"... and then I pulled out and pushed the stick hard. I came around and there he was, 30 degrees off my port laser. I fired and he just seemed to float into the beam and explode. It all happened so fast . . . but to me it was slow motion. And then, this other TIE came . . . ."

It was uncanny listening to Gart describe his experiences. He remembered every detail and seemed to know instinctively what to do in every situation. He flew like a veteran pilot already. I could see that he would be one of the best pilots we had ever had. It was good to think of him in Red Squadron. Good pilots helped you stay alive.

Gart was in the holo film room reviewing his mission. I was taking a breather, looking to see if Raider or Naeco or one of the other pilots was up for a game of Horansi, but nobody was around. I was just sitting and thinking about getting something to eat when Hamo appeared in the lounge.

"Keyan, we're onto something big."

"Hamo, good to see you, too."

Hamo had been gone for several days. He tended to come and go frequently these days, and he rarely came on missions with us anymore, though technically he was still with Red Squadron.

"No. Listen," he said earnestly, "you're going out on a real important mission. I've been working on this for a week. We think we can grab some of the Death Star design team. I want you to fly a Y-wing in the mission. You ready to go?"

"Sure," I said. Not that the Y-wing was my favorite starfighter, but I had completed some good missions in one, and the commanding officers tended to remember those missions. "What do I have to do?"

OP 5: INTERCEPT AND CAPTURE
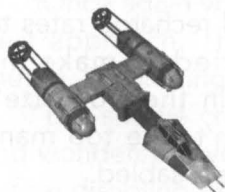
File Name: wyresc3

Mission Briefing

Lead an attack on an Imperial Corvette (the *Godar*) to capture members of the Death Star design team. You are responsible for disabling the Corvette while two X-wings from Blue Squadron draw off the starfighter escorts. You will pop up about four klicks from the target. It is being guarded by two groups of Assault Gunboats (Rho and Tau, two ships each) and three groups of TIE Fighters (Alpha, Beta and Gamma, two ships each). The Corvette is headed toward the Star Destroyer *Immortal* which is about 16 klicks away.
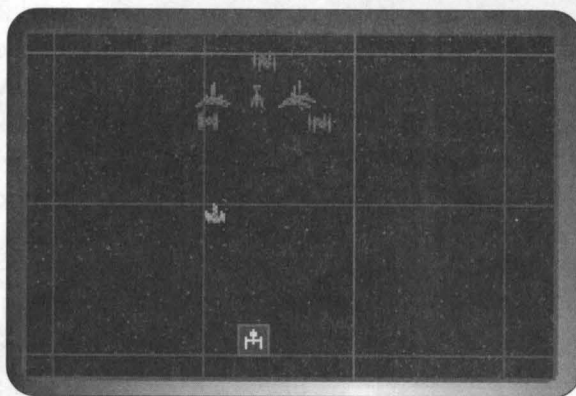
Farlander's After-Action Report

Went through the standard mission start procedure. I targeted the Corvette right away, switched to torpedoes, then set the cannon and shield recharge rates to maximum. While the targeting computer was getting a lock, I switched to dual-fire mode and launched two salvos as soon as I had a solid lock. I then targeted the nearest gunboat (Tau 2) and fired a pair of torpedoes at it, and followed with a similar attack on Tau 1.

Next I switched to cannons and targeted the nearest TIE Fighter (Beta 2). I had to reset the shield recharge rate to normal and the cannon rate to one above normal. I destroyed the TIE and brought the Corvette up in the CMD. Its shields were down. I started weaving toward it while slowly charging the cannons. I switched to ions and selected dual fire-linked mode. The *Immortal* had launched two three-ship groups of TIE Interceptors by this time (Delta and Zeta) so I knew I had to get the Corvette disabled quickly.

Coming in on the Imperial Corvette.
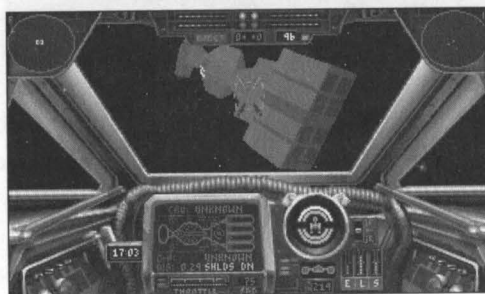
Firing away.
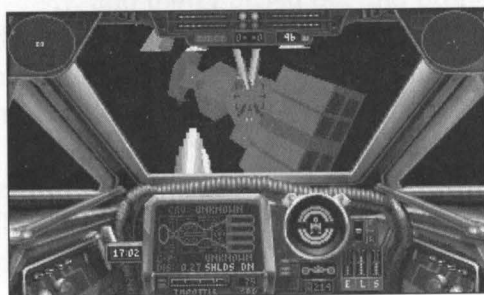
Using ion cannons to disable the ship.

When I had closed to less than one klick from the target, I opened up with the ion cannons. I reset the cannon and shield recharge rates to maximum and tried to make my attack from within the Corvette's blind spot. It didn't take too many blasts before it was disabled.

I was now three minutes into the mission. Since I knew SHU *Rescue 1* would arrive about a minute later, I targeted one of the remaining Gunboats (Rho 2). Because of their concussion missiles, they were more of a threat than the TIE Fighters. Besides, X-W Blue was doing pretty well against the TIEs. I destroyed Rho 2 with lasers and proceeded to attack and destroy Rho 1 the same way.

I queried the CMD for the next nearest enemy fighter and targeted T/F Gamma 1. After that it was T/I Delta 2, still some three klicks away. This was good because I was confident X-W Blue and I could prevent any of the Interceptors from getting past us to interfere with the Attack Team, which had by now boarded the Godar.

Dogfighting TIE Interceptors is a real challenge in a Y-wing. I redirected my shield power to the engines and set the cannon recharge rate to maximum so I could keep up a little better. I had to remember to transfer energy from the cannons to the shields every few seconds, but that wasn't too much of a problem. Finally, the Attack Team had secured the Imperial Design Team on board *Rescue 1*. A little while after they had escaped into hyperspace, I disengaged from the dogfight and headed back toward the Godar. I wanted to destroy it before leaving the area. One Interceptor (T/I Zeta 1) was quite persistent in chasing after me, so I turned about for one last dogfight. When it was over, I proceeded to destroy the *Godar* and then I hypered home.
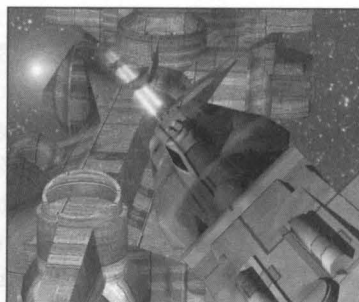
C.O.'s Analysis

"You did it again, Captain Farlander," Lagrane told me.

"Sir?"

"Once again you showed an instinct for the mission that let you take the best approach. The Gunboats were, in fact, the primary danger to the shuttle. Eliminating them first made the rest of the battle that much easier.

"The shuttle crew did remark that there was a lot of fighting going on and wondered if you might have taken care of more of the enemy fighters before disabling the Corvette. But you handled the threats well enough.

"Just as a matter of policy, it's a good idea to identify the greatest threat and attack it first. This ensures that your battles will get easier as you go, and it is also effective psychologically. Your opponents will see their toughest fighters defeated first, and become demoralized. Remember, most of the battle is psychological in the first place. If your opponents believe they are going to be beaten, they will allow themselves to be beaten!"

Not that I minded, but Lagrane seemed unusually philosophical today.

Debriefing (Win Conditions)

The SHU *Rescue 1* must dock with the CRV *Godar* and then escape into hyperspace.

We pilots tended to spend most of our free time in our own lounge, but sometimes we would venture out into the common areas of the *Independence*. There were several large concourses devoted to supporting the crew of the Calamarian Cruiser, which, when fully staffed, numbered more than five thousand.

The *Independence* was almost like a small city, with various zones and support services roughly located in four quadrants of the ship. Much of the planning and navigation was performed in the bow quadrant, but pilots liked to be close to their craft, and our lounge was somewhat aft of amidships. When we ventured out of our specific area, we often found ourselves in the aft quadrant.

Time was artificially synchronized aboard ship to coincide with the light and dark cycles of our most recent planetary outpost. Naeco and Raider and I took Gart to Lucky Lower Thirteen on one of the night shifts.

All the Calamarian ships had once been pleasure craft, converted to war machines in support of the Alliance, and Lucky Lower Thirteen had once been some kind of ballroom (though I have never seen a Calamarian or a Quarren dance). It was a meeting place for many of the crew who worked in the engineering and administrative departments. At any rate, the cavernous room was darkened to accommodate the large segment of Quarren clientele it catered to, and tables and chairs fashioned from some faintly luminous pink material glowed diffusely in the dim light.

We sat at one of the glowing tables and surveyed the room. A Quarren came to the table carrying a flat, empty tray stuck tight to one suckered hand. We ordered some non-intoxicants since we were all on active duty, and surveyed the room.

Now a 'fighter pilot rarely sat alone for long, and we were counting on that. Soon we had attracted a small crowd of curious crew members, and we regaled them with stories. Pilots were celebrities on the ship, and with good reason. We risked our lives every time we took a starship on a mission. Most of the crew on board ship never saw a laser blast or smelled the peculiar oily scent of an X-wing cockpit or felt the jolt of a concussion missile hitting their shields. Most of them only went about their duties with the sameness and predictability of peacetime work. We were objects of admiration, curiosity and wonder. Which was why we often kept to ourselves.

But tonight, we wanted Gart to enjoy the admiration he deserved for having become a pilot. We wanted to see him grow up a little, have some fun, loosen up. Anyway, it was Naeco's idea.

Before long we had managed to maneuver Gart between two attractive young women who worked in computer operations. He was obviously nervous and said little, squirming a little as they plied him with questions about being a pilot and all the danger and the excitement of combat. We all encouraged him, telling the women what a special pilot he was and generally making the situation worse.

When I finally made my excuses and prepared to retire, Gart rose and made to accompany me. One of the young women looked disappointed and I said, "You stay, Gart. Have some fun." Then I leaned over and whispered to him, "The one on the right likes you. There's more to life than starfighters, you know."

But Gart was one of a kind. He gave me a blank look, grinned and rubbed his hand through a wavy shock of hair. "I'll just go back with you, sir. If you don't mind."

With a sigh, I said, "Sorry, girls. I guess you'll just have to wait for another night."

They laughed and tried to cajole us both into staying, but I was thinking of Lynia and I suspect Gart was thinking of X-wings. At any rate, we left the young women in the more than capable company of Raider and Naeco.

OP 6: DESTROY IMPERIAL BASE

File Name: larry1

Mission Briefing

Lead an assault on the Imperial base near Kalla VII and destroy all equipment and supply ships. Your three-ship group of X-wings will come out of hyperspace less than 4 klicks from a large Imperial base. The base consists of 11 cargo containers protected by a large minefield. There are 32 mines. We have reason to believe at least two Imperial Freighters may arrive during the raid. Speed is essential as the Imperial Frigate *Priam* is in this sector with orders to respond to any Rebel attacks.
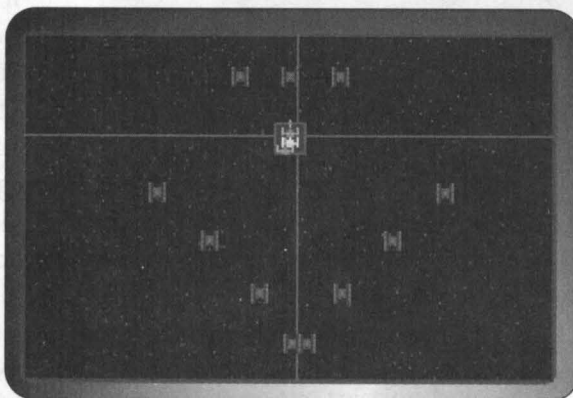
Farlander's After-Action Report

Went through the standard mission start procedure except that I ordered a full stop and reduced my throttle to zero. This way we could charge up our shields fully while planning our initial attack run. The cargo containers that
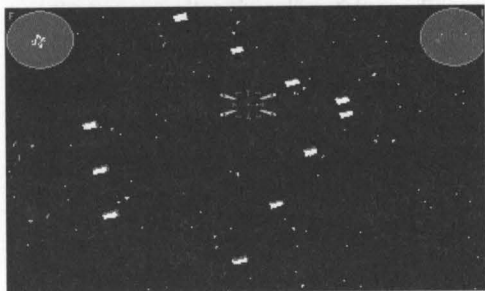
Containers in an arrowhead formation.
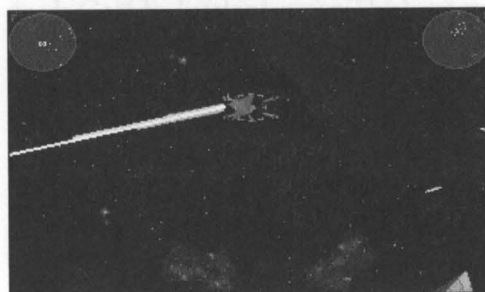
made up the base were arranged in the outline of an arrowhead—three along the base and four along the two sides.

I ordered my wingmen to attack one of the three containers along the "bottom" of the arrowhead. Meanwhile I would take out the minefield. I went to full throttle with my cannons at full recharge and shields at normal. I set my firing configuration to dual-fire mode, even though mines only need one hit to be destroyed.

If it could be said that an X-wing has a weakness, I'd have to say it is in the kind of "target" shooting you must perform when clearing a minefield. I hate to waste cannon energy, but I also hate to waste time.

Shooting a mine.

I felt this was the type of mission that a Y-wing is much better suited to, but Red Squadron's Y-wing group had taken some bad losses recently, so we were in X-wings.

As I proceeded through the minefield, I kept up a constant transfer of power from the cannons to the shields. Every so often I'd rebalance the shields as well. Also, whenever R2 signaled that my wingmen had destroyed a Container, I would assign them a new target.

As soon as I had destroyed all the mines I reduced my throttle to $1/3$ and started in on the containers myself. We had destroyed over half the base when two Freighters popped up out of hyperspace. I targeted one and ordered my wingmen to attack it, then targeted the other and switched to torpedoes. I selected dual-fire mode and launched all six as soon as I had a lock. Then I switched back to cannons and targeted the first Freighter again. The three of us proceeded to destroy it in short order. We continued

destroying the base and had just
finished when the FRG *Priam* arrived.
One wingman was killed, rammed by
the FRG as it decelerated from its
hyperspace jump. Nothing I could
do. My remaining wingman and I
escaped into hyperspace.
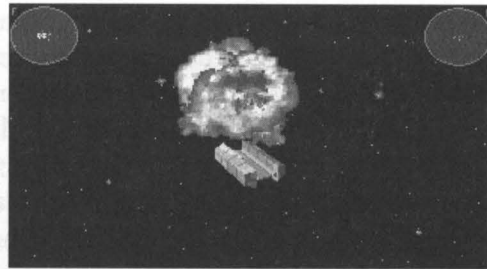
Nice explosion.

C.O.'s Analysis

Captain Farlander was a no-show at the debriefing. However, the mission
was excellent. Holding onto the torpedoes to use on the Freighter was
good anticipation. And keeping the wingmen busy on the containers was
remarkable given the difficulty of clearing the Mines at the same time.

Tough luck with the wingman who died in an unlucky accident.
Recommend Farlander for evaluation and psych workup. He had a close
relationship with the wingman.

—Lagrane

Note: FRT *Diputs* and FRG *Priam* have three different start
positions to vary the difficulty of this mission. The farther
they are when they arrive, the easier it should be.

Debriefing [Win Conditions]

Destroy FRT group *Diputs* and CON groups *Yar*, *Enna* and *Evad*.

Only later, in the holo film room with all the lights turned down, alone and
completely isolated from everyone, and after watching the mission holo a
dozen times and still denying that it was real, did I finally accept that Gart was
dead. I had walked numbly from the hangar, my legs moving with wooden,
repetitive motions that seemed completely separated from my consciousness. I
had no thoughts that I was willing to acknowledge, but only a dumb refrain,
"He's dead. Gart is dead." I still didn't believe it, however many times it went
through my head.

I had seen too many pilots shot. Some had survived. Most had died. None
had died as senselessly as Gart, and I could not accept that it had happened.

In such a short time, Gart had become almost a brother — a younger brother for whom I had become responsible. He couldn't be gone.

In the darkness I wept for Gart, for myself, and for all those who had come before. I was tired. Worn out. My reserves failed me. In my grief, I fell into a deep, exhausted sleep.

I dreamed that I stood on a vast plain. Thin, irregular bands of smoke or gas floated a few feet above the ground at intervals. There was nothing else. The horizon was lit by an opalescent crimson glow, cut across by long horizontal bands of blackness, as if I stood within a giant gemstone. The colors around me pulsated slowly and rhythmically.

At first I thought I heard Gart's voice, but soon realized it was not. It was a soothing voice. It helped ease my pain. It taught me to seize control of my life, to use my power to help others. The voice told me how easy it was to achieve power. Power to do as I pleased, to win the war, to defeat my enemies, to avenge Gart's senseless death. It was a good voice. It told me, finally, who I was.

I awakened hours later, groggy and disoriented. I got up stiffly from the chair and walked slowly to my cabin, careful not to meet anyone along the way. I felt the passages ahead of me, mentally scanning for any intruding beings, and only walked on when nobody was about. I felt strange, my dream only half remembered.

The next day I felt refreshed, no trace of grief or disorientation remained, my dreams completely forgotten. My deck was flashing and I saw an order to head back to medical. What for? I wondered.

I made my way back to the Med Deck and reported as ordered. An orderly made me sit and wait until one of the droids could see me.

Shortly, I was ushered into a cubicle with a Psych Droid. I could see a holo recorder in the corner.

"Captain Farlander. I trust you are well."

"Well enough," I answered. "How are you today?"

"We are here to evaluate your fitness for duty, Captain Farlander. Please tell me about your last mission."

I thought about the question a moment. What did the machine want to know? "It was successful," I answered.

The droid nodded its head. "And nothing unusual happened?"

"Unusual? No. Nothing unusual."

After a momentary silence, the droid asked, "And how do you feel about the death of Flight Cadet Gart?"

Ah. So that was it. Didn't they understand anything? "He died in the line of duty. It was too bad. But then, a lot of us die every day it seems. You get used to it."

The machine nodded again and seemed to consult something inside itself because the silence lasted several long seconds. Then it said, "Thank you, Captain. You may go now."

"That's all?" I asked.

"You may go now," the droid repeated.

I left Med Deck and headed for the ready room. Raider was already there, sitting with a couple of the newer pilots. Omin-Oreh was there, freshly out of the tank and looking none the worse. So was Captain Marskan of Blue Squadron. As I walked into the room, their conversation suddenly stopped.

Raider looked up and said, "Damn shame about Gart." The others nodded in agreement, echoing Raider's sentiment.

"Yeah. Well, he probably shouldn't have been out there anyway," I said, helping myself to a strong cup of red Calamarian C tea. (We thought of it as C tea, but it really was sea tea, coming from the vast oceans of Calamari.)

"But you know very well he was . . ."

"Only the strong will survive, Raider. You know that. Gart never belonged out there. He was weak, and he died, and that's all there is to it."

Raider froze, his mouth half open, stared a moment, then turned to Marskan and asked, "So how's morale over at Blue Squadron?"

I drank my tea in silence. Even Raider didn't understand. I got up and walked out with a perfunctory, "See you later."

I walked over to Ops and found S'man. He was busy looking over some reports on the holo, but quickly closed the files as I barged in on him.

"Commander."

"Ah, Captain Farlander." S'man was all smiles. "What can I do for you?"

"I want to go out today. I'm looking for an assignment."

The Commander gave me an expression practically identical to Raider's. "It's not common for you pilots to come asking for assignments, Farlander. Don't we work you hard enough?"

"No," I told him.

"Well, we had several operations going out today. One of them is quite important, but you aren't scheduled for it." The Commander seemed to think that was all, but I had other ideas. It was my duty to take these missions so other pilots would be safe, the voice in my head was saying, so the Alliance would be safe. I knew S'man was about to ground me. I really didn't know why, but I knew it had something to do with the Psych Droid and the reports he had been reading.

"I think I would be ideal for this mission," I told him. The voice showed me how to send my will with my words, and somewhat to my surprise he said,

"Yes, come to think of it, you would be perfect. Report to Briefing Room Three at 0200 hours."

"I'll be there, sir." I saluted and left. Looking back as the door irised closed behind me, I saw the Commander rubbing his forehead.

OP 7:
DESTROY
PRIAM'S ESCORT
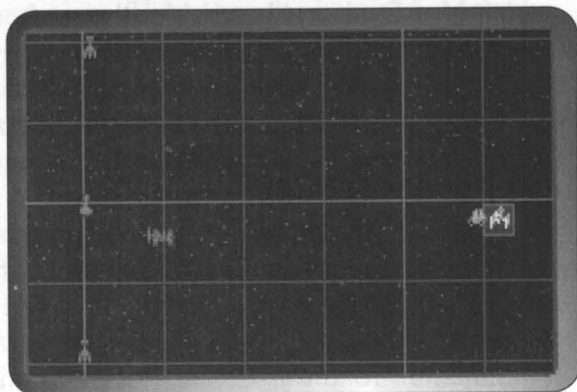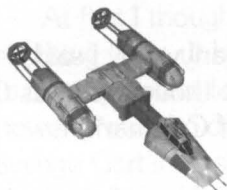
File Name: *larry2*

Mission Briefing
Eliminate the Frigate *Priam*'s escorts, leaving the Frigate vulnerable to capture. You lead your flight of two Y-wings. The *Priam* will be less than nine klicks directly in front of you. Two Corvettes have been assigned to protect it from raiding starfighters and are circling about three klicks from the Frigate. A three-ship TIE Fighter group (Alpha) is also on patrol in the area. The *Priam* is surrounded by 18 mines.

Farlander's After-Action Report
Went through the standard mission start procedure. There was a Corvette to either side of the *Priam* and I targeted the one on the right. I then ordered my wingman to attack it as well. As we closed, I switched to torpedoes and selected dual-fire mode. A-W Blue intercepted T/F Alpha, killing Alpha 1 and 2 on the first pass. When Alpha 3 was killed, a replacement wave launched from the *Priam*.
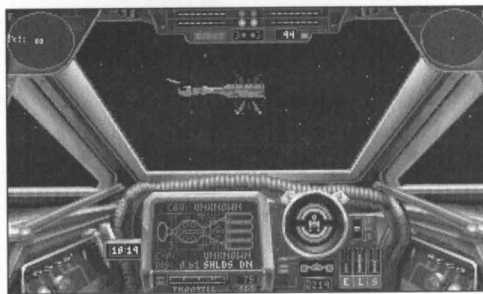
Approaching a Corvette.

As soon as I had a solid lock on my target, I fired a pair of torpedoes and so did my wingman. I switched back to cannons to finish it off. I made my final approach through the
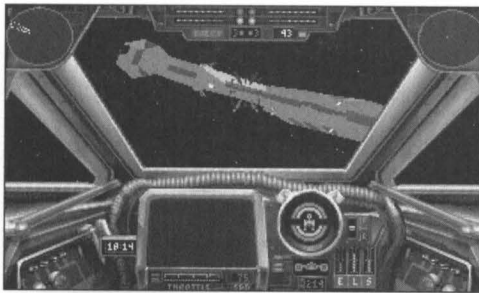
Locking on to a Corvette.
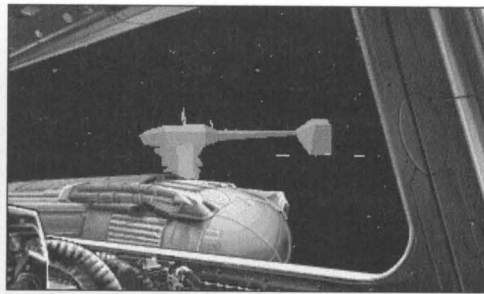
Passing by the Priam.

Corvette's blind spot, but was a little high and took several hits before destroying the Corvette. I noticed that two more three-ship groups of TIEs had been launched (Beta and Gamma). A-W Blue 1 broke up in a head-on pass with two of them, but the pilot was later rescued.

Next I brought up the other Corvette in the CMD and ordered Red Two to attack. As I worked my way towards it I engaged some of the TIEs, killing one. Red Two had been engaged by several TIEs and had been unable to attack the assigned target yet.

Another Corvette dropped out of hyperspace accompanied by an Imperial Transport. I continued to press forward toward the second Corvette and switched back to torpedoes. I was already in range, so as soon as I had a lock I fired all six of my remaining torpedoes as fast as the launcher would let me. Meanwhile, the third Corvette and the Transport were heading directly for the *Priam*. Since the Transport was moving faster, I targeted it next, switched to cannons and made an attack run, passing close enough to ID it.

I've started to make this a habit; identifying a particular ship and its contents helps me make better decisions about what to attack and when. It was loaded with supplies, so I turned about and finished it off.

Now I turned to the third Corvette. After I had it targeted, I ordered my wingman to join me in attacking it. By luck I found myself already in this one's blind spot. It didn't take very long to finish off and we got the mission complete message soon afterwards. Except for a handful of TIEs and a small minefield, the *Priam* was looking pretty vulnerable. We disengaged and prepared to hyper home.
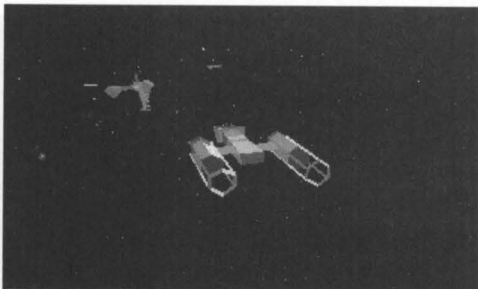
The Priam *is looking pretty vulnerable.*

C.O.'s Analysis

"What were you doing out there, Farlander?" Lagrane was angry. "I gave specific orders that you were to report to the medics for evaluation."

"Yes sir," I said. "But as you can see, sir, I'm fine."

The Commander looked me in the eyes, staring me down, and I returned his stare with a calm, open expression. Finally, he sighed and said, "Other than losing Blue 1, and that was his fault, it was a very good mission. I'll grant you that."

" I think I could have assigned my wingmen to one of the Corvettes while I took the other by myself."

"That's a minor point. It was a good mission," Lagrane reiterated. "But I want you to take some time off now, Captain."

"I don't need to take any time off, Commander," I said, slowly.

Lagrane seemed to shift before my eyes. It was as if I could see his mind phasing to a new state. "You don't need to take any time off," he repeated.

"I need to go out and help capture the *Priam*," I said.

"Yes. Good idea. Go out and help the Y-wings of Gold Squadron. Get going now, Farlander. What are you waiting for?"

Debriefing (Win Conditions)

CRVs *Dar Es I, Dar Es II, Dar Es III* and TRN *Omega* must all be destroyed.

I rushed from Commander Lagrane's office to the hangar. Gold Squadron's Y-wings were already out the airlock, so I reported to the duty officer quickly and signed out an A-wing, strapped in, and did a quick system check as I fired up the repulsors and floated the starfighter toward the hatch.

I was feeling pretty good. I felt no fatigue. My mind was clear and strong. I found myself wondering why I had taken so long to realize my power, to understand the Force. Why had I been so afraid of it? With the Force, I could do anything. I looked forward to killing more TIEs. For Gart, I thought. For the Alliance.

OP 8:
CAPTURE THE
FRIGATE PRIAM
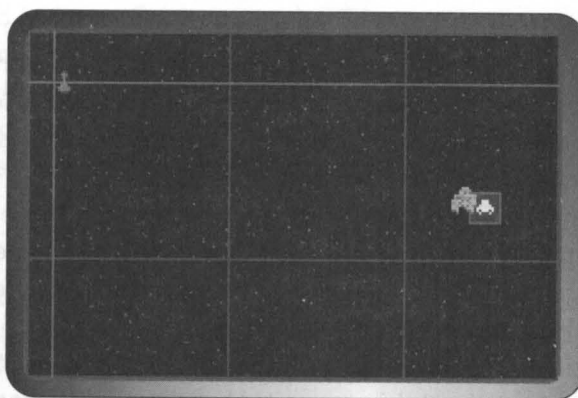
File Name: larry3

Mission Briefing

Provide cover for both waves of Y-wing groups as they disable the Imperial Frigate *Priam*. Rebel Commandos will then board and capture it. You are to advance ahead of Y-W Gold and clear the minefield for them. You will drop out of hyperspace less than four klicks from the target. There are eight mines left around the *Priam*.

Farlander's After-Action Report

As I went through the standard mission start procedure, the targeting computer detected a three-ship group of TIE Fighters (Alpha) launching from the *Priam*. I decided to worry about the mines later and deal with these first. I queried the CMD for the nearest one and targeted Alpha 2. T/F Alpha was making a head on attack on Y-W Gold, so I edged out to the right and made a flank attack against them. I had hoped to disrupt them, but was this maneuver was less successful than I had hoped. Then, as they turned to follow the Y-wings, I was able to get on Alpha 2's tail and destroy him. I proceeded to take out Alpha 3, then Alpha 1 in short order.
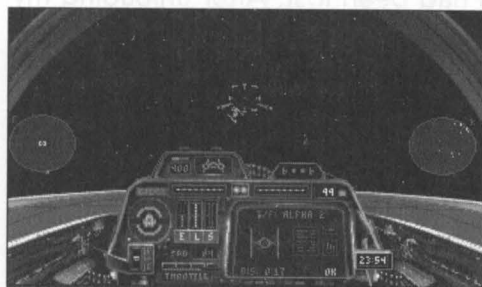
Getting on Alpha 2's tail.
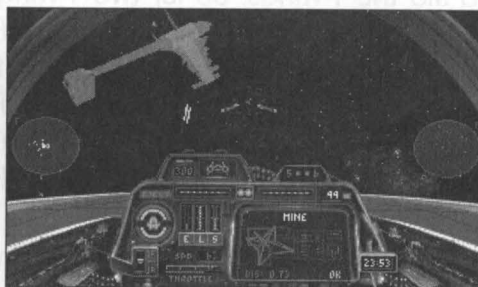
Clear out the mines.

I now made my way toward the *Priam* and took aim on the nearest mine. I had my cannons at maximum recharge and kept up a constant transfer of power from the lasers to the shields. The Y-W Gold was firing ion cannons at the Frigate and ignoring both its return fire and the minefield. I knew I would have to be quick.

I was just about to destroy the last mine when I saw that a TIE bomber had launched. After blowing up the last mine, I rapidly brought T/B Beta up in the CMD and switched to missiles because it was almost 1.5 klicks away. I then boosted the shield recharge rate to maximum to bring my speed down. My first missile missed, but I had kept tracking the bomber, so I fired another and this one hit. Upon the T/B's destruction another was launched, so I targeted that one next and destroyed it with another missile. I had
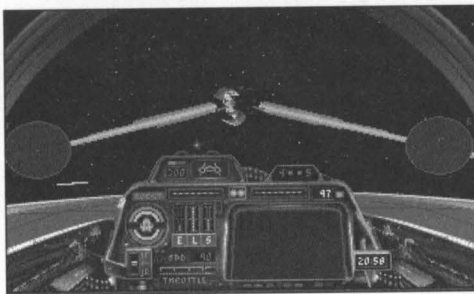
Blasting a bomber.
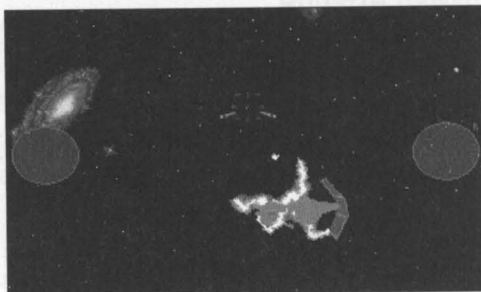
Death of a TIE bomber.

taken a few hits from the *Priam* while dogfighting so close to it, so I decided to put some distance between me and those Imperial gun crews. While I spiraled out, I realized that no more TIEs had been launched so I figured that was probably it for the *Priam's* starfighters.

I turned about and targeted the *Priam*, then selected missiles in dual-fire mode. I fired the rest of them at the Frigate to help bring down its shields and aid the Y-wings. So far two Y-wings had been lost. After unloading my missiles, I noticed my shields were getting thin. I decided to disengage for a moment to recharge my shields and lasers. As I turned around for another attack run, this time with lasers, I saw that the Frigate's shields were failing. I began to pour fire into it while Y-W Gold's remaining ships barraged the target with their ion cannons. With the shields down, the ions soon had their effect.

It was all over now, but we couldn't be sure the Empire wouldn't send reinforcements. The second wave of Y-wings from Gold Squadron came in as

the last of the first wave returned to base. Seeing that the Frigate was already disabled, they turned around and left. As the Commando teams and Rebel crew came in and boarded the *Priam*, I began to circle the area. I continued to patrol until I saw that they had successfully captured the enemy ship. They took it into hyperspace as soon as they had control, and I followed them out.

C.O.'s Analysis

Lagrane was pleased. "You did a good job on the bombers, Captain. Good job. Your performance was excellent. Very efficient. Thanks to your efforts, our losses were far smaller than anticipated. Take a break, Farlander. You've earned it."

> **Note:** This condition should have been "must be recovered", but, because there is no one to take it back, this will work anyway.

Debriefing (Win Conditions)

The FRG *Priam* must be boarded.

As I left Lagrane's office, I reviewed the mission in my mind and realized that I was beginning to reach out toward my opponents. The voice of the Force inside me was teaching me. I could almost take control of a TIE pilot and force him into my sights. I couldn't do it yet, but I thought eventually I would be able to do it. Then I could protect our pilots and craft. Nobody would get by me.

I decided to visit the lounge and see who was around. I saw Raider and a bunch of the newer pilots. Speedy was there. I hadn't seen the Sullustan pilot in a while. But as I walked up to Raider's table, he suddenly got up and began to walk away.

"Raider, where you going?" I asked.

"I've got some things to do. See you around."

"Wait," I said. "You don't want to go now." I didn't want Raider to leave, so I decided to make him stay.

He hesitated a moment, then said, "See ya later, Farlander," and turned away.

I felt an intense frustration surge up in me and unleashed a mind blast at him. I didn't even know I was doing it.

Raider staggered a moment, then straightened himself and looked me in the eye. It was the old Raider. The one I had first met. Dangerous.

"Leave me alone, Farlander. I don't know what you're up to, but I don't want anything to do with it." Then he left.

Confused, I walked over to the bar and grabbed a drink at random. I don't really think I was fully conscious of my actions. Then I sat at the table with Speedy and the new pilots.

"What's gotten into him?" I asked, laughing. "Must've eaten some bad porf or something."

The other pilots laughed, but Speedy said, "He was just fine until you got here, Captain."

I shrugged my shoulders in an exaggerated gesture of bemusement, then asked, "Where you been, Speedy? Haven't seen you around."

"Oh, they took me to a special training because I'm Sullustan," he said proudly. "They want me to work in reconnaissance. Because of my navigational skills, I guess."

"Good," I said. "That way, maybe you won't get shot at so much."

The Sullustan blinked a couple of times, his dark, oversized eyes reflecting an inverted, fish-eye view of the lounge behind me. I found myself thinking, quite incongruously, how a Sullustan could be used as a mirror to watch your back while you talked to him. I turned my attention to the other pilots. I already knew a few of them. There were a couple of new ones as well. They all watched me with something akin to awe. I had a pretty good reputation, and newer pilots often seemed to treat me with some deference. In the past, I had always been embarrassed by their admiration, but now I saw it as only appropriate. I smiled.

"You know, our mission is blessed by the Force itself," I told them. "We oppose a great evil. Anyone can join in the power."

They all looked at me with wonder. I could see that they were captivated by what I was saying, and the effect was intoxicating. Only one of them seemed to question what I was saying. It was Casal Marskan, younger brother of Captain Marskan from Blue Squadron.

"What are you talking about, sir?"

"The Force is the ultimate power. With it you can destroy your enemies. Just open yourself to it, let it guide you, and you'll be unbeatable."

"Is that your secret, sir?" asked Marskan. "I mean it's well known that you've never lost a ship or failed a mission."

"Yes. The Force is the secret. Let it guide you. Listen for the voice inside that tells you about the power. It's all there. You don't really have to do anything."

I stayed with the pilots, talking and at the same time formulating a new idea. What if the Alliance had a whole squadron of pilots guided by the Force? What could the Empire do then? We would be unstoppable. I could see them listening to me, believing me. It felt good.

A few days later, we received word that two of our Corvettes had been captured. I was asked to head a team of X-wings to support a recapture and rescue mission. I chose the younger Marskan and another of my followers, Horodi.

OP 9: CAPTURE ETHAR I AND II
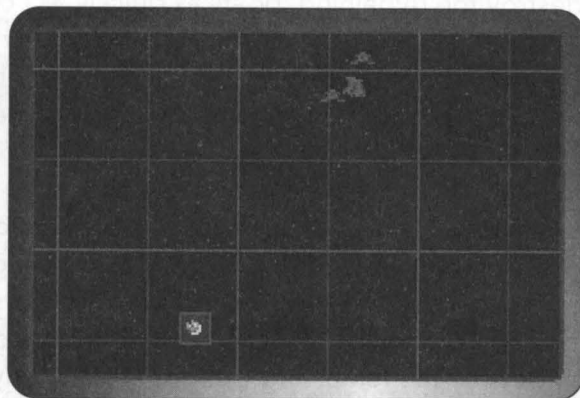
File Name: assault2

Mission Briefing

Provide cover for the Y-wings attempting to recover the Corvettes *Ethar I* and *II*. These ships must be recovered from the Empire! Your three-ship group of X-wings will lead the attack. You will be in the number two position. The target Corvettes will be about 10 klicks from the point where you come out of hyperspace. Two Imperial Shuttles with repair crews will be near the Corvette. Two groups of three Assault Gunboats are protecting the Empire's operations. Two groups of three Y-wings will follow you three minutes later. Shuttles *Rogue 1* and *2* will bring the Rescue Teams in six minutes after the Y-wings arrive.

Farlander's After-Action Report

Went through the standard mission start procedure. Since we had some distance to cover, I redirected the shield power to the engines and set the cannon recharge rate to maximum. I would transfer energy from the cannons to the shields as we closed. Switching to torpedoes, I targeted the nearest enemy fighter (GUN Tau 3) and ordered my wingmen to attack. R2 reported that the Imperial Shuttles had docked less than 30 seconds after we came out of hyperspace.

As soon as I had a lock on Tau 3, I fired a torpedo. Someone had launched a missile at me, which hit right after I fired. I quickly reset the shield recharge rate to normal and balanced the shields. Then I targeted Tau 2 and fired a torpedo at it. Now I boosted the shield recharge rate to maximum and switched to cannons. I finished the Gunboat off with a handful of laser blasts and then targeted GUN Rho 1. I proceeded to destroy the remaining 'boats as quickly as I could.

Both wingmen had fallen victim to enemy fire, but the Y-wings were doing their jobs, having disabled both Corvettes right after they were repaired. They were nearly eight klicks away and replacement waves for Rho and Tau had arrived. Rho came after me, but Tau went after the Y-wings. I took out two of GUN Rho and then disengaged so I could go to the assistance of the Y-wings. Y-W Blue 1 was destroyed and I knew I had to get there fast. I redirected everything to the engines and started weaving in that direction.

The Y-wings started jumping into hyperspace by the time I got to the disabled Corvettes. I figured our shuttles would be arriving soon, so I tried to destroy the remaining Gunboats as quickly as I could. There was only one left when the shuttles arrived.

The Rescue Teams were just getting ready to dock when I killed GUN Tau 3 and a new pair of Gunboats arrived (Mu). I targeted the nearest and
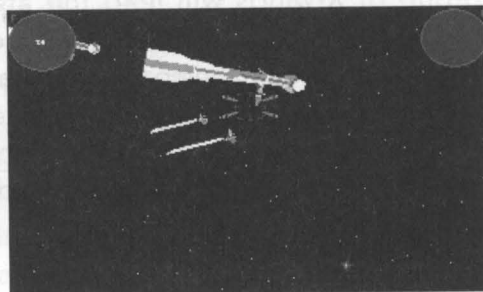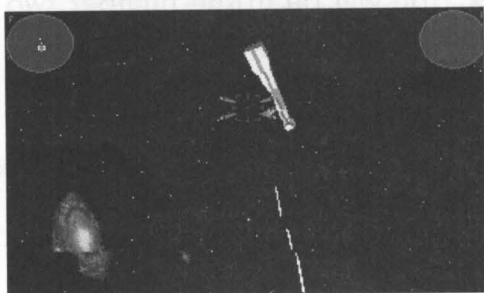
Disabling the Corvettes.
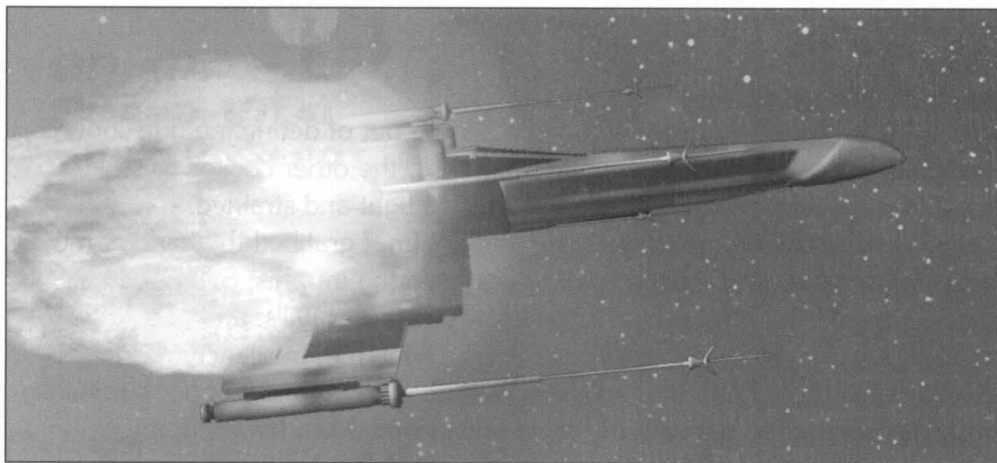
turned to meet it. Also, a new replacement wave for GUN Tau popped up. GUN Mu ignored me and went straight after our shuttles. I maneuvered to attack them from the side as they opened fire.

Just as I was taking out the second gunboat from group Mu, Tau got close enough to launch a couple of missiles at me. The first took out my hull/shield integrity display, but I was able to evade the second. As I resumed the dogfight, I saw that the Rescue Teams had been successful and the shuttles and recaptured corvettes were heading for their jump points. I continued to destroy gunboats until SHU *Rogue* and the corvettes were safe, then got ready to follow them.

Another new pair of gunboats arrived (Nu) as well as yet another replacement for Tau. I hadn't received the mission complete message so I turned to engage GUN Nu. After destroying Nu, I turned toward Tau who had launched another missile attack. I wasn't so lucky evading this time and was auto-ejected as my ship was destroyed. I was lucky enough to get rescued, though.

C.O.'s Analysis

"Superior dogfighting was the key to this mission," Lagrane told me in the debriefing room. "There's nothing new to add."

"It was pretty easy. I just had to keep on top of the gunboats and keep my shields up."

Debriefing (Win Conditions)

SHUs *Rogue 1* and *2* must dock with and capture CVRs *Ethar 1* and *2*. All four must then escape into hyperspace.

Marskan was in my face the minute I came out of debriefing. He shoved me up against the wall, one hand at my throat, the other cocked to strike.

"You killed my brother," he said, his voice tight and strained.

"Get your hand off me, Marskan," I told him. I grabbed the hand at my throat and bent it slowly backward, my eyes boring into his. Still poised to strike, his right hand remained frozen. It was a test of wills, and I could hear the voice and feel the strength of the Force inside me. In silence our minds locked until I forced him into submission and he let go and stepped unsteadily backward. I reached out with my mind and closed down his windpipe, watching as he clutched desperately at his throat.

I released Marskan, realizing in that instant that I could kill him with a thought. It frightened me, appalled me. I shut down the voice, the Force, the power, and backed away. But Marskan was looking at me as if I had just grown horns and was breathing fire. He backed away and ran down the corridor, his footsteps echoing against the walls, receding into the distance. I watched him go and felt numb and afraid.

I made my way slowly toward the lounge. As I walked, I felt the voice return and my fear and confusion were wiped away. I had lost two of my young pilots, but there were still more. Marskan's brother and Horodi had obviously been unworthy of the Force, and Captain Marskan himself would eventually come to realize it. I would have to work harder with the other pilots.

But even as I walked and planned, I felt something tugging at me, nagging from somewhere deep and still, calling as if from a great distance. It caused my head to ache, and I tried to shut it out.

As I approached the ready room, I spotted Marskan with Raider and Speedy. They eyed me suspiciously as I walked by. I could feel a tingling sensation on my skin, at the back of my head, and, strangely, in the palms of my hands, but I continued without hesitation, walking slowly and deliberately into the lounge where I found several young pilots eager to hear what I had to say.

Later the same day, the word came down that we were to be on active alert indefinitely. The Imperial Death Star was believed to be operational, and we were in Condition Yellow.

I went out on guard duty to protect one of our main weapon storage compounds.

OP 10: GUARD VITAL SUPPLY DEPOT
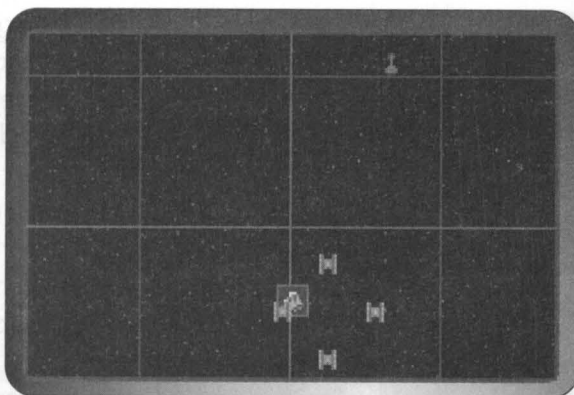
File Name: max19

Mission Briefing

Protect our hidden cache of weapons from Imperial attack. You are to lead your three-ship flight of A-wings on a defensive patrol around the cache until relieved by Blue Squadron. The cache is made up of 12 cargo containers.

> The Nebulon B Frigate *Retsub* may appear in one of three positions during the mission. In one case, it will appear right next to the containers you're guarding. This is a very hard mission when that happens, but it can still be accomplished.
>
> If you have trouble with this mission, you may have better luck the next time, if you get a luckier position for the *Retsub*.

Farlander's After-Action Report

Went through the standard mission start procedure, switching to full throttle as soon as I had fully charged my shields and lasers. We were on patrol for less than two minutes when the Imperial Frigate *Retsub* came out of hyperspace right through the middle of the depot. We were within gun range and they opened up on us immediately.

We turned away to get out of range and saw that a four ship-group of TIE bombers (Alpha) had been launched. Switching to missiles, I targeted the
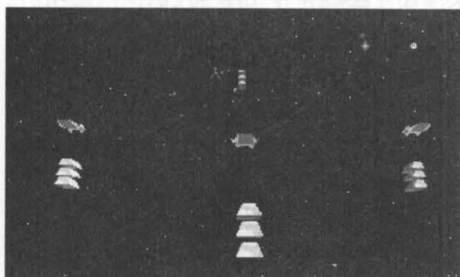
Guarding the weapons cache.
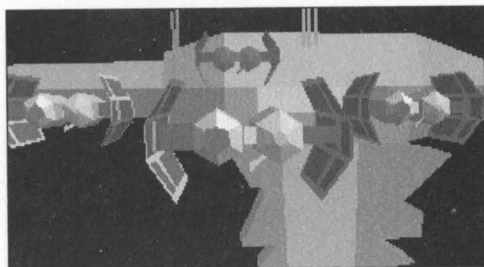
TIE bombers coming at you!
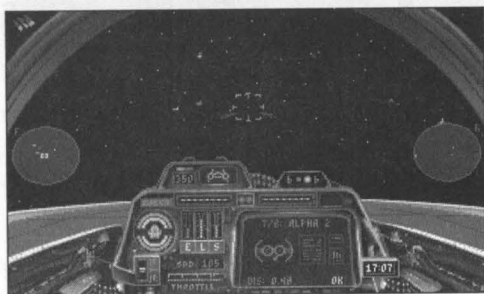
Locking on to T/B Alpha 2.
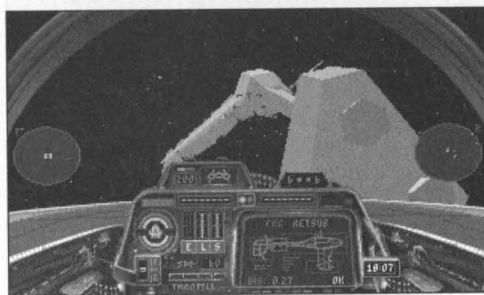
Close encounter with Resub.
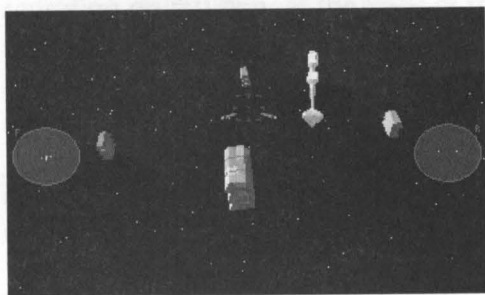
Frigate in a bad start position.

nearest of these (Alpha 3) and ordered my wingmen to attack. I then targeted Alpha 4 and launched in a head-on attack. Alpha 3 turned in front of the missile's path and was destroyed instead. This was unfortunate because Alpha 3 already had hull damage and was about to be destroyed by my wingmen anyway.

I kept after Alpha 4 and destroyed it with another missile. Next I targeted Alpha 2, saw that it had hull damage and kept cycling backward to target Alpha 1. Alpha 2 was killed by my wingman and I used another missile to destroy Alpha 1. This brought out a replacement wave from the *Retsub*, so we repeated our attack on the newcomers.

I had less luck with my missiles this time; the bombers managed to evade my first three at first! The missiles finally caught all but Alpha 2, but I saw that another four-ship group of bombers (Gamma) launch about then.

So far we hadn't lost any containers and both my wingmen were in good shape. The *Retsub* then launched another four-ship formation of TIE bombers (Beta). These must have been their best pilots because they handled their bombers a lot better than the previous pilots had.

We engaged in an exchange of missiles and laser fire with the

bombers until they were all destroyed, fighting through three replacement waves for Beta and one for Gamma. Red Three was destroyed by two quick successive missile hits. The *Retsub* departed before the battle ended. When A-W Blue arrived, all but one of the cargo containers had survived.

C.O.'s Analysis
Lagrane wrote, "Good mission," on the report and dismissed me. He looked tired and disinterested.

Debriefing (Win Conditions)
At least 50 percent of each group of CONs, ZL, LT and XZ must survive. A-W Blue must arrive to relieve you.

Hamo was waiting for me in the hangar as I climbed down the ladder from my A-wing. He looked impatient, so I took my time, stowing my helmet and checking the controls. Let him wait.

"Keyan," he called at last, seeing that I wasn't coming over to see him.

"Oh, hello Hamo," I called back. "What's going on?"

He crossed the distance between us and stood near the nose of the A-wing I had just flown. "That's what I was going to ask you," he said. "Are you all right?"

"Sure. I'm fine. Had a little trouble out there. Lots of bombers. But we got 'em."

Hamo was looking at me with one of those looks I had been getting lately. You know. Heavy scrutiny. Trying to see inside me.

I smiled. I was just about to say something clever to get him off my back when there was a terrible emptying, sucking, draining flash of energy that coursed through me. It made me stagger and clutch the battle scarred hull of the A-wing. Slowly, I lowered myself to the ground and sat there holding my head.

To describe the feelings I was experiencing may be something that words cannot accomplish. But it was as if your best friend had just disappeared from your life, suddenly and without warning, multiplied several million times. I felt nauseated and for a moment forgot where I was.

To compound the disorientation I felt, there was an unholy glee that superimposed itself on my mind. Whatever I was feeling, it frightened me and

repelled me. I felt myself shutting down. I heard Hamo say, "Keyan?" just before everything went black.

"Beware the Dark Side." I heard the new voice clearly. It was not like the other voice, which seemed to have abandoned me for the moment. "Free yourself before it is too late."

I could not have been unconscious for more than a few seconds, but those few seconds might have saved me. Hamo was kneeling by my side, calling my name and checking the pulse in my neck. When he saw my eyes open, he said, "Are you all right? What happened?"

"Something terrible." As I spoke, the words caught in my throat. "Something big has happened."

"Tell me. What is it?"

"I don't know, Hamo. I don't know."

Hamo helped me up after a few minutes and we began to walk out of the hangar. He had to hold me up at first, but soon I got my legs under me again and walked without his help. I felt no voice, no power. It was an empty feeling, but not a bad one. I felt free.

Hamo wanted to take me to the medics, but I refused.

"No. The medics can do nothing for me, Hamo. I'm afraid I'm beyond their skills now."

"You're talking nonsense, Keyan."

"Am I? Have you talked with Raider and Marskan?"

Hamo looked uncomfortable. "Yes," he said slowly. "But we can talk about that later."

"No. You don't understand. Whatever they've told you is true. I've been . . . I don't really know what I've been, but I don't like it. And I don't know how to prevent it." I stopped and he stopped with me. "Hamo, take me to my cabin. Don't tell anyone about this. Please."

"But I have to ..."

"Promise me," I said. I wasn't using the Force on him, just my own sense of need and urgency.

"All right. But only for now. If anything else happens, I've got to report it."

"Thank you. I've got to figure this out."

Hamo was as good as his word. He didn't tell anyone what had happened. And I sat in my cabin for hours, waiting for the voice to return. Dreading it. I was still there when the Imperial attack came.

OP 11:
DEFEND THE
INDEPENDENCE
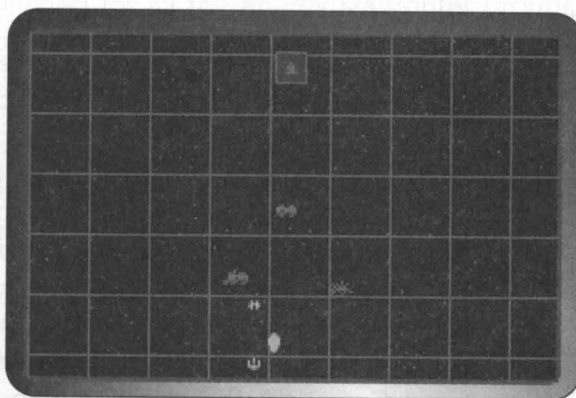
File Name: defend1

Mission Briefing

Intercept and destroy the attacking Imperial ships. Provide cover until the CRS *Independence* has escaped. You will lead a two-ship flight of X-wings to the defense of the Alliance Flagship. Two A-wings from Blue Squadron will assist you. You will come out of hyperspace about three klicks from the *Independence*. The Star Destroyer *Immortal* is more than 32 klicks away and has already launched three groups of TIE bombers (Alpha with six ships, Beta and Gamma with four ships each). There are two Assault Gunboat groups (Mu and Nu, two ships each) escorting Beta and Gamma. The nearest attackers will be more than nine klicks away and A-W Blue will already be moving to intercept them.

Farlander's After-Action Report

Went through the standard mission start procedure. The Imperial attack had split into three parts, T/B Beta and GUN Nu on one flank, T/B Gamma and GUN Mu on the other, with T/B Alpha coming up the middle, but still almost 17 klicks away. A-W Blue was already going to meet T/B Beta, so I led my flight toward T/B Gamma. To close the distance as quickly as
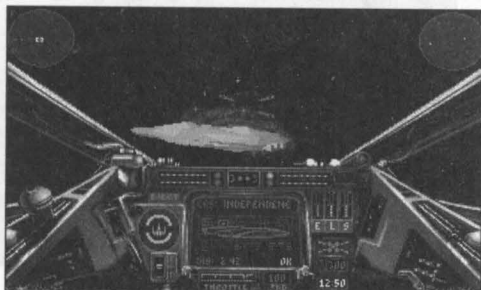
Defend the Independence.
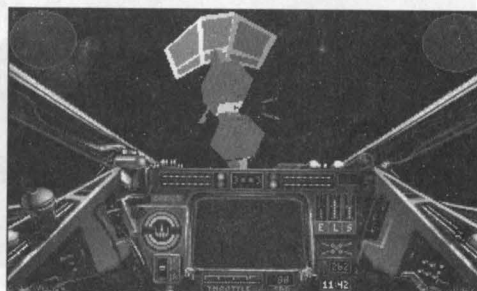
Ram the bomber to take it out quickly.
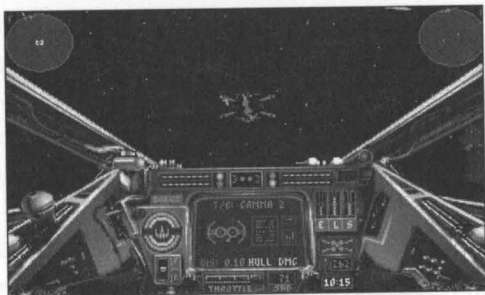
Gamma 2 is as good as finished.

possible, I redirected all shield power to the engines and boosted the cannon recharge rate by one. This gave me a speed of 112. On the way, I kept up a constant transfer of energy from the lasers to the shield so I'd have them fully charged when we got within range.

I switched to torpedoes and ordered Red Two to attack Gamma 3. I targeted Gamma 1 for myself. As soon as I started to get a lock, I reset the shield recharge rate to one above normal and the cannon rate to maximum. This would allow me to better match speed with the bombers and Gunboats. I launched as soon as I had a solid lock and switched to cannons. I began firing immediately, hoping to disrupt their attack, but was too late; the surviving bombers had begun firing their torpedoes at the *Independence*.

I wanted to ignore the gunboats for now, but they were staying right with us. I kept getting hit by missiles even though I evaded several. After taking a third hit, I decided I would have to deal with the gunboats quickly. I switched to torpedoes and fired one at the first gunboat I saw, then switched to cannons to finish it off.

I finished off another gunboat with a similar tactic, then turned my attention back to the bombers who were now all around the *Independence*. I redirected the shield power to the engines to boost my speed again and closed the distance rapidly. Now that we were within range of the cruiser's guns we were able to make short work of the bombers. What we didn't hit, the cruiser did.
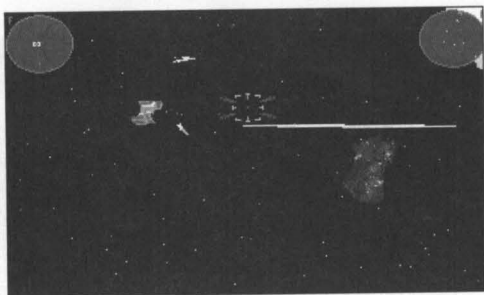
Leading the bomber.
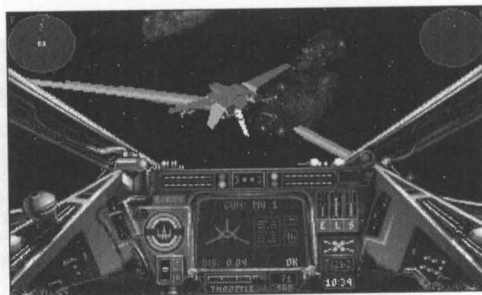
Taking out GUN Mu 1.

More attack waves were launched for all the enemy starfighter groups, but the *Independence* was able to reach its jump point and escape to safety before they could arrive. The Cruiser had lost its shields but hadn't taken any serious hull damage. Two A-wings were lost, though they were replaced by a second wave before the *Independence* hypered out. We continued battle with the nearest Imperial ships, then disengaged and made our jumps as soon as we could.

C.O.'s Analysis
"No comments, Farlander. Good job."

The commander seemed less talkative than before. No matter, though. I had plenty to think about.

Debriefing (Win Conditions)
The CRS *Independence* must survive.

The voice returned during the attack on the *Independence*, but this time I did not welcome it. I struggled against its commands and refused to believe in its message of power, glory, and control. It made me lower my shields then, and I was helpless for a moment, but something reached out to me, cast the voice away, and left me free again. Quickly, I redirected energy to my shields and continued to defend the Cruiser. After that, neither voice returned. I did not mention any of this in my report, however.

We arrived at Yavin Base in the middle of a night shift. Operations were already underway to repair the damage to the *Independence*. Fortunately, the Cruiser had suffered very little, mostly damage to the shield coils and some electronics.

They sent Red, Gold, and Blue Squadrons to Yavin Base almost as soon as we arrived. We were given the orders an hour after we rendezvoused with the *Independence*, so we were ready to depart on arrival. We flew our starfighters in tight formation until we reached atmosphere, there separating and flying under ground control to avoid collisions. Many starfighters could operate in atmosphere, but they were difficult to fly and didn't perform very well.

Even though it was dark on the planet, the stars twinkling in the atmospheric haze and a cold breeze blowing into the open hangar, there was plenty of activity everywhere. We stood around a few minutes, and I noticed that Raider, Marskan, and a few others kept together, away from me, while

the newer pilots I had influenced stayed close. I had not spoken to any of them other than to give necessary commands. But they still believed in my message.

How was I going to tell them the truth? Maybe it would be easier if I ever knew the truth myself.

Biggs was already on Yavin with a few more pilots. Red Squadron got several transfers, including Biggs, Wedge Antilles, Jek Porkins, and a few other veterans. Gold and Blue also gained personnel as the High Command gathered its resources in preparation to meet the Death Star. There was a sense of doom over the whole base, though everybody was working hard and nobody said anything.

We were given quarters deep inside the base itself and told to get some rest. High Command expected the Imperial Attack within the next day or so. None of us rested, though. We were all nervous, and each of us found a different way to relieve the stress.

I was feeling isolated and alone. Now that the voices had left me, I realized what damage I had done and I couldn't face anyone. I kept to myself, wandering the hangars aimlessly, staying away from the other pilots.

So I was there when the light freighter flew recklessly into the main hangar. The pilot was either crazy or very good. Or both.

I waited around to see who came out. The base commander showed up just as a strange crew of humans and droids, with one huge creature I recognized as a Wookiee, emerged. A small shuttle vehicle arrived and the three humans piled onto it. The Wookiee fussed around the ship, and the droids, a beat up R2 and a nervous Protocol Droid (I swear it was a nervous droid if ever there was one), were led off by some operations personnel.

One of the passengers, a young woman, jumped off the shuttle and ran to greet the base Commander and I overheard him say something about Alderaan and "fearing the worst." They hurried off, leaving the other two humans to fend for themselves.

One of them was a Corellian by his outfit. The other was a young man of indeterminate origins. By his clothing, I guessed he was from an outlying world where dress standards were not too rigorous. He was blond, of medium build, and very young. About my age, I guessed, but not battle hardened. I could see that. The Corellian, on the other hand, seemed to know his way around and watched everything with wary eyes. I guessed he was the reckless pilot of the light freighter.

The young man headed over to examine an X-wing nearby. He seemed fascinated, and again, I saw parallels with myself what seemed like lifetimes

ago. Still feeling isolated from my friends, I decided to approach this boy and see if I could be of any help.

"Hi, I'm Keyan," I said, holding out my hand.

He was down on one knee studying one of the laser cannon heat deflectors. He straightened and turned in one motion. Smiling, he took my hand. "I'm Luke," he said.

As I touched his hand, I had the distinct impression of another energy, a very strong energy, inside him or around him. I think he, too, felt something because he gave me a strange, puzzled look. I probably looked equally puzzled.

"Are you really a pilot?" he asked after a moment, the puzzled look replaced by a guileless expression of wonder.

"Sure," I answered. "I've flown a few missions."

"Wow. I'd like to fly an X-wing. I'm sure I could do it. I used to hunt WompRats in Beggar's Canyon back home. In a T-16 Skyhopper. They tell me the controls are almost the same."

"I used to fly a T-16. Had the fusion activators modified to push the acceleration and modified the thrustor jets to get more speed."

"I hadn't thought of that. I set my ion afterburners just to the point of overload. I guess I pushed the old buggy pretty hard."

"Hey, you want to climb in the cockpit of this X-wing?"

His eyes turned saucer-sized and his grin cut through the gloom I still felt in my heart.

Luke and I spent about an hour at the X-wing. I stood outside the cockpit and showed him how all the controls worked. He was quick to grasp everything. As he said, the T-16 and the X-wing were designed along the same lines. As he was climbing out of the cockpit, I happened to catch a glimpse of an unfamiliar tube hanging from his belt. It had been hidden beneath the cape he wore.

"What's that?" I asked.

"Oh. My light saber. It belonged to my father."

"I thought only the Jedi used light sabers," I said.

He looked a little embarrassed. "My father was a Jedi," he stated. "I want to be one, too."

"The Jedi know a lot about the Force, don't they?" I asked.

"Yes. The Force is where they get their powers," he told me. "I'm learning to trust the Force and let it guide me."

"But how can you know you're not trusting the wrong side? The Dark Side?" I asked.

He looked at me in surprise. "You know about the Dark Side?"

"I'm afraid I know too much about it," I answered. I desperately needed to talk to someone, to find a way to fight the voice, to find my way to the light. And there was something about Luke. An innocence, yes. And a sense of power waiting to be released. Nobody else I had met, other than possibly Mon Mothma, would understand what I had been through. But maybe, just maybe Luke could. I opened up to him, told him what I had done.

I could see that my story affected Luke. He asked some questions, thought seriously about what I told him. "I wish old Ben were here," he said at last. "Ben Kenobi. Obi-Wan. He was my teacher, a great Jedi master. But he's dead. Darth Vader killed him." I could feel his sense of loss as if it were my own. "I saw it happen," he added.

"I wish I had a teacher," I said.

"You know, sometimes I think Obi-Wan is still around. I hear his voice. Inside my head, you know?"

"I've heard voices, too. They scare me."

"Ben taught me a little. He said that a Jedi never uses the power of the Force for revenge or personal gain. It's supposed to be used to defend, to help others, to learn your own heart. The Dark Side is all about power over others. Ben was always saying, 'Trust the Force, Luke.' "

It was good to hear the words, though I wasn't sure I could trust the Force. I trusted Luke, though. I saw no deceit or hypocrisy in him.

"Come on," I said on an impulse. "You want to fly an X-wing?"

"You bet," he answered.

"We're about to fight a battle we probably can't win. The Emperor's Death Star is coming to destroy the Alliance," I told him. "But I'd like you and your Ben Kenobi on our side."

"The Death Star?"

"Yes. They tell us its going to come after us."

"I just came from the Death Star. Han and Chewbacca—that's the Wookiee—and I just rescued Princess Leia. She had important information for the Alliance."

"You just came from the Death Star?" I asked. This was stretching my credibility.

"It's true."

"And that woman was the Princess?"

"Yes. Princess Leia."

"What do you think she brought that's so important?"

"Something to help us destroy the Death Star," he said completely sincerely. And what's more, I found I believed him.

Luke became part of Red Squadron. We needed anyone willing to man a starfighter. They tested him, of course, and he showed a remarkable ability. Another Gart, I thought. It wasn't a pleasant thought.

Then the Death Star was detected and Yavin Base went into high gear. Like another moon, the Death Star had come out of hyperspace behind Yavin, and for the moment our moon was shielded. But that situation wouldn't last long.

We were called into the briefing room. They still had found no way to destroy the Death Star, but we weren't going to sit here helplessly waiting for them to attack. Our mission was to destroy their communications satellite and disrupt operations. Any delay, we were told, even an hour, might spell the difference between the total destruction of the Alliance and the biggest defeat the Empire had ever known.

OP 12: BEGIN DEATH STAR ASSAULT
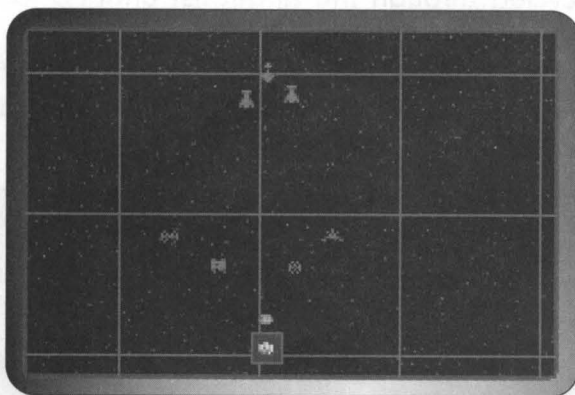
File Name: dstar1

Mission Briefing

Use your X-wing to destroy the Comm Sat that is coordinating the defenses of the Death Star. Destroy as many ships as possible. You will be in the number two spot of a three-ship group of X-wings. Two A-wings will escort you into the target area. The Comm Sat is approximately twelve klicks away. To reach it, you will have to run a gauntlet of TIE Fighters, bombers and Interceptors as well as Assault Gunboats. Two Corvettes and a Frigate are in the immediate vicinity of the satellite, as well. The Death Star itself is quite some distance away.

Farlander's After-Action Report

Went through the standard mission start procedure. I wanted to get to the Comm Sat as quickly as possible, so I redirected all my shield power to the engines and set the cannon recharge rate to one above normal. I had to maintain shields by constantly transferring energy from the lasers. I then
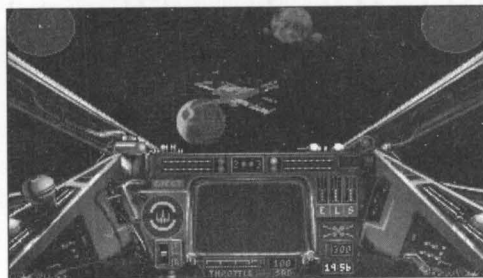
Approaching the Death Star.
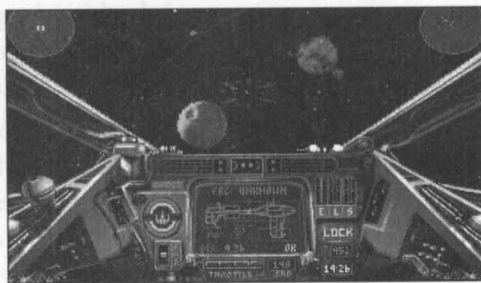
The Death Star is guarded by a Frigate.

cycled through the target list until I'd located the satellite and headed towards it. My wingmen followed me.

We came under immediate attack, as the nearest enemy fighters were less than four klicks from our entry point. I decided not to engage at all and went into the standard evasive weave while maintaining my heading toward
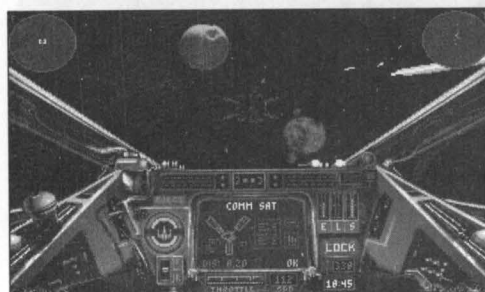
Heading for the Comm Sat.
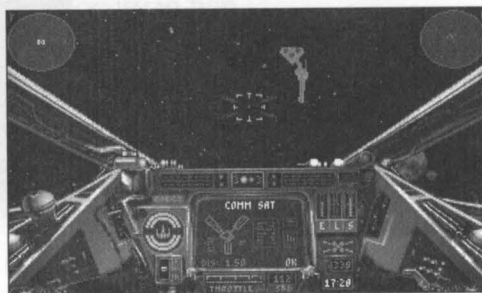
Targeting the Comm Sat.

the Comm Sat. I knew if I kept to the weave the enemy fighters would have an almost impossible time hitting me with anything but missiles. And as long as they didn't overwhelm me with missiles, I could recharge my shields fast enough to overcome the occasional hit.
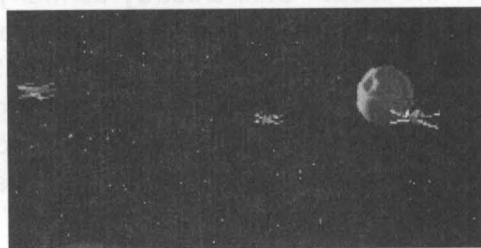
X-wings over the Death Star.

About a minute into the mission, R2 alerted me to the launch of a group of four TIE Fighters of some new type we hadn't seen before. As I closed on the target, I switched to torpedoes so I wouldn't have to get too close. By the time I got within range to fire, both my wingmen were shot up, but they were later rescued. I fired on the Comm Sat, and once it was destroyed, the mission complete message came up so I promptly hypered home.

C.O.'s Analysis

"Good job, Farlander. Very good. I've been worried about you lately, but you handled yourself well. Better get going, though. They're going to need you again right away."

"Yes, sir. By the way, sir. Did you get any data on the new TIE Fighters?"

"We're analyzing them now from the recorders. They're definitely an advanced design. We're calling them TIE Advanced for now."

"Thank you, sir." I said. "And sir?"

"What is it?"

"I'm sorry, sir."

"Sorry for what, Captain?"

"I'm just sorry, sir."

Debriefing (Win Conditions)

The Comm Sat must be destroyed.

When I came out of debriefing, I looked for Luke, but couldn't find him. I had to hurry anyway. Another mission was already getting started. I'd missed the formal briefing, but I picked up the basics from Hamo, who was flying again in another group.

"The engineers have decided that a single fighter can destroy this thing," he said. "It all sounds like a crock to me, but we've got to try anything."

"A single fighter? How's that possible?" I asked.

"Beats me. Something to do with an unshielded exhaust port."

"What do we need to do?"

"Just kill TIEs," he answered.

"That's something I understand," I replied.

I was teamed up with a new pilot I didn't know. It didn't look as if there'd be time to get to know him now. We were spaceborne within minutes.

OP 13: ATTACK DEATH STAR SURFACE
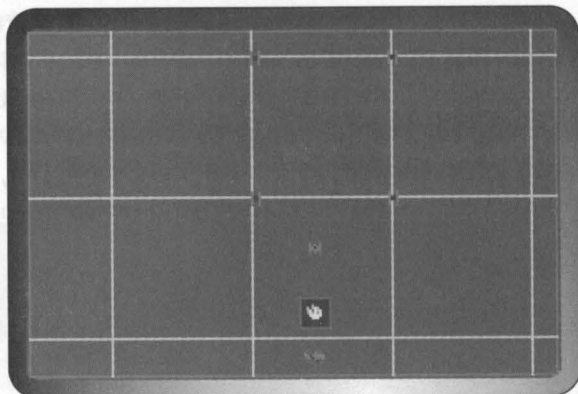
File Name: dstar2

Mission Briefing

In preparation for a Trench Run, you must clear the Death Star surface defenses surrounding a Nav Buoy. You and your flight leader will bring your X-wings out of hyperspace directly above the surface of the Death Star. A group of three TIE Fighters (Alpha) and a group of two TIE bombers (Iota) will try to intercept you. There are four hangar ports to be destroyed. They are arranged as the corners of a square about six klicks on a side.

Farlander's After-Action Report

Went through the standard mission start procedure. We were immediately engaged by the enemy fighters. As I evaded them, I cycled through the target list, finding the hangar ports and assigning each to a memory location. I then ordered Red One to attack the nearest hangar while I turned to engage the TIE bombers.

I matched speed with them by turning up the recharge rates of my shields and lasers. I tried to stay at least two kilometers above the surface to stay out of range of the Death Star's gun towers. Red One took a lot of damage from T/F Alpha as they all ganged up on him. Then one of the
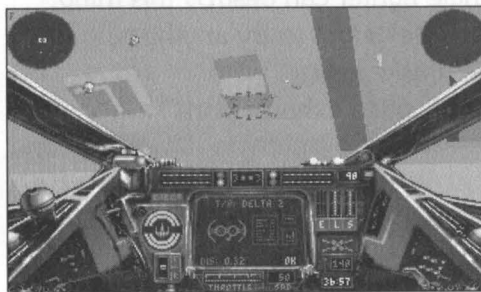
TIE bombers are hard to see here.   *T/B Iota 1 is hurt.*
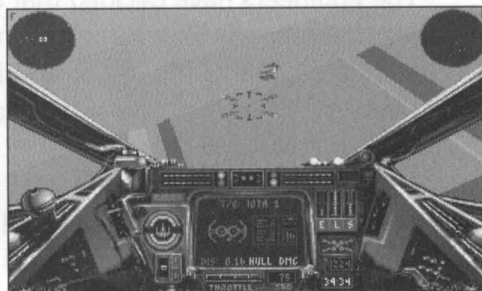
This is better.

Passing over a hangar.

bombers finished him off with a missile. When I had destroyed T/B Iota a new group rose to take its place (T/B Delta).

I redirected the shield energy to the engines and pressed on toward the nearest hangar. When I was close enough, I switched to torpedoes and launched two into it, then finished it off with cannons. I continued in similar fashion to destroy the next two. Occasionally, I would break off an attack run to kill a TIE or two, but mostly I tried to evade them. I knew if I could destroy all the hangar ports, they wouldn't be able to launch any more TIEs at me. Then I would be the time to finish them off.

The last hangar was the hardest because I had used up all of my torpedoes and would have to rely on my cannons alone. I had five TIE fighters chasing me at that time so I decided to finish them off before going after the final hangar. I turned about and engaged them one after another until they were all destroyed. As soon as the last of them blew, two more were launched from the remaining hangar.

I was directly above the last hangar now, so I dove down towards it with cannons blasting at these new TIE fighters. I took out one, but suffered several hits myself. I reset the shield recharge rate to maximum and balanced my shields. Ignoring the last TIE for a moment I decided to make
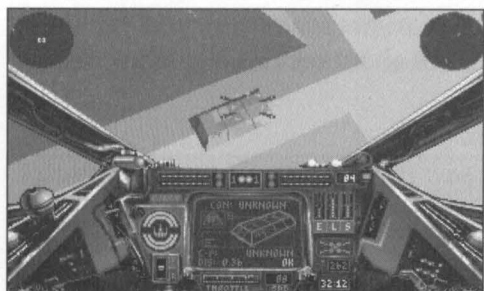
Coming at the hangar with cannons armed.
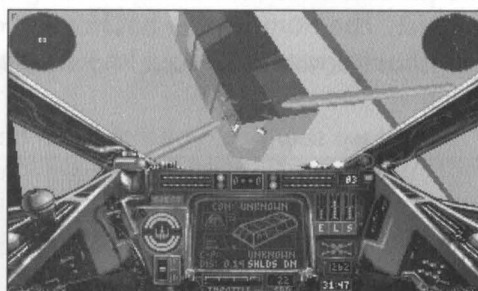
Shooting the hangar.
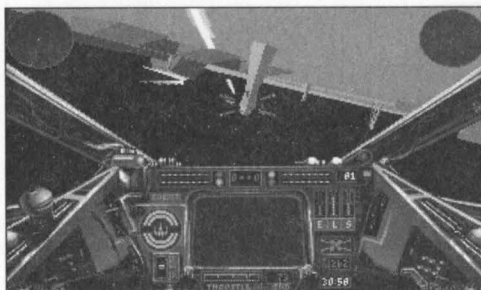
Taking aim on a gun tower.
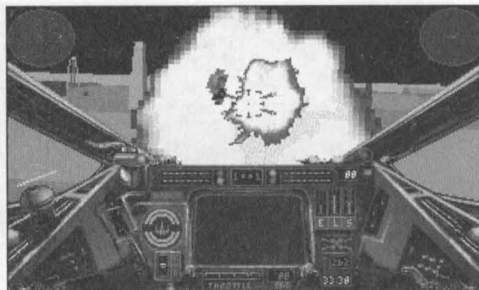
Another gun tower goes boom.

my attack on the last hangar. As I got closer and started to fire, I shifted the shields to the rear. Finally, the hangar blew and I quickly turned to engage the last TIE.

After destroying this last TIE, I targeted the Nav Buoy and turned in that direction. It was more than three klicks away, and when I got to within two klicks I dove down toward the surface and started taking out gun towers. There were an awful lot of them and I had to transfer cannon energy to the shields several times to keep going. Eventually, I got the Mission Complete message and left for home.

Debriefing (Win Conditions)
All four Hangar Ports must be destroyed as well as all Laser Towers within two klicks of the Nav Buoy.

The final assault was about to begin. There was no time for debriefing the last mission, but I had some business to take care of first.

"Friends, I have to tell you something. I made a mistake." They all stood there in a semi-circle around me—the pilots who thought of me as their leader. "The Force isn't what I described. You've got to understand this. It's not about power. It's about knowledge. It's not about controlling. It's about trusting."

"But we saw you," one of them began.

"You saw nothing," I told them. "You saw me endangering you all. You heard the voice of the Dark Side speaking through me."

They looked uncomfortable. As if they didn't believe me. I tried to persuade them. "Please. Don't follow anything I told you. Trust your own

instincts. Everything I said was wrong!" By the time I finished, I was practically screaming at them. Couldn't they get it through their heads?

I left them standing there. I could think of nothing else to say. As I whirled around to get away, I spotted Raider. He was watching from a distance, but he said nothing to me, just turned and went about his business.

I hurried to my assignment. I was to fly a Y-wing, temporarily with Gold Squadron. I wasn't happy about the reassignment, but it wasn't up to me.

We were to launch the final attack on the Death Star in five minutes. I spotted Luke talking to the Corellian he had called Han. Then the Princess came up and talked to Luke, kissed him on the cheek. I thought of Lynia. Where was she right now? I had heard that Mon Mothma was at the base.

There was no time left. I closed the hatch and fired up the repulsorlifts to guide the craft out of the hangar. This was a do-or-die mission. We all knew it. For most of us, it was die.

OP 14: DEATH STAR TRENCH RUN

File Name: dstar3

Mission Briefing
Complete the final assault on the Death Star by attacking the Exhaust Port at the end of the Trench. This is it! Our best hope is for a single starfighter to slip through the Death Star's remaining defenses to attack its weak spot. You will come out of hyperspace near the surface with the Trench directly ahead. Stay high and out of range of the surface until you are ready to enter the Trench.
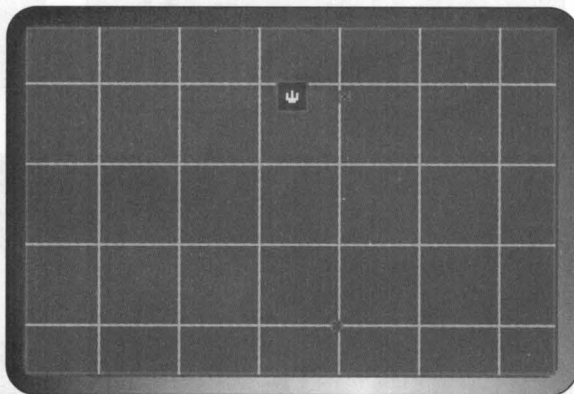
Just for clarification, in the movie, the attacking starfighters do not enter hyperspace, but fly directly from Yavin Base to the Death Star.

Skywalker's After-Action Report

As I proceeded with the configuration procedure Keyan had shown me, there were three TIE fighters (Alpha) rising from the surface about 4.5 klicks away and three TIE Advanced (Omega) nearly 20 klicks away. I targeted the nearest TIE and bored in head-on. I switched to torpedoes and reset the shield recharge rate to maximum to slow the closure rate, then I fired just as I got a lock and T/F Alpha's laser blasts reached me.

I took out Alpha 1 but almost lost my forward shields, too. I quickly balanced the shields and transferred some laser energy to them. Now I

Chasing down a TIE Advanced.
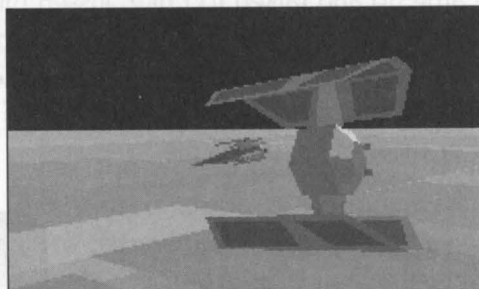
TIE Advanced.
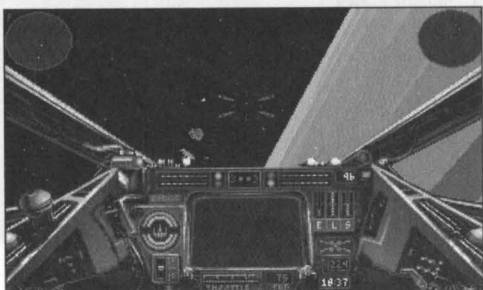
Dogfight over the Death Star.
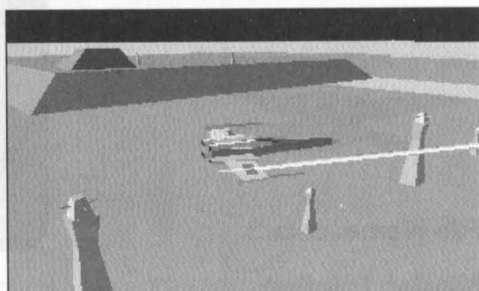
Brushing the gun towers.

reset the shields to normal recharge rate and targeted the next TIEs. I switched to cannons to dogfight them. These pilots were really skillful, and it took me so long to kill them that T/A Omega was able to get to me before I could make it to the Trench.

These new TIEs were incredibly fast and hard to hit. I redirected all shield power to the engines and set the cannon recharge rate to one above normal. At least I'd almost be able to keep up. I also selected the quad fire-linked mode because I noticed that the TIE Advanced had some sort of fast charging shields! I would have to make every shot count and I wanted to do

maximum damage with each opportunity. It took quite awhile and they put up a determined fight, but eventually I prevailed.

Now I set my sights for the Trench and reset my recharge rates to maximum. I wanted to have full charges all around before entering the Trench. I
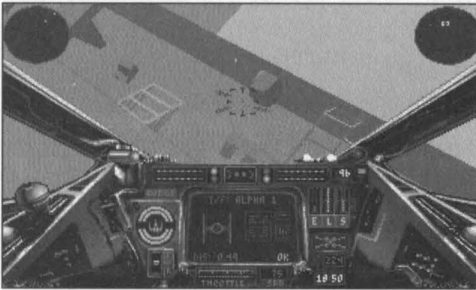
Heading into the trench.
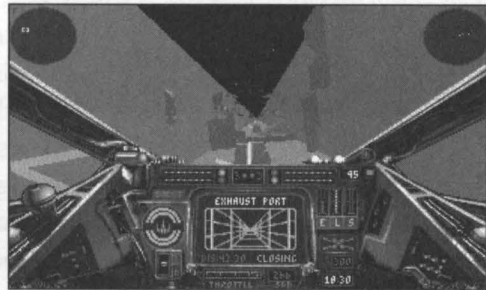
Starting the trench run.

had worked my way to a position directly above the Trench and as soon as I had full charges, I redirected everything to the engines and dove for it.

The rim of the Trench was lined with gun towers so I had to do some
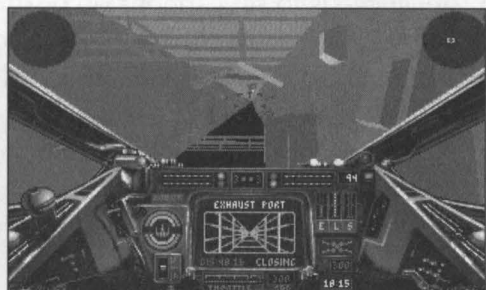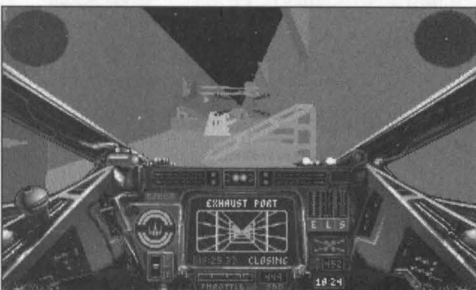
Note the X-wing's speed in these pictures. R2 boosts your speed to about three times normal!

Ready to fire.

jinking during the last few moments. Then I was in! I reset the cannon recharge rate to maximum and moved the shields forward. The Trench is full of obstacles and gun emplacements. My plan was to evade them as best I could. I kept up a constant transfer of laser power to the shields as I closed on the
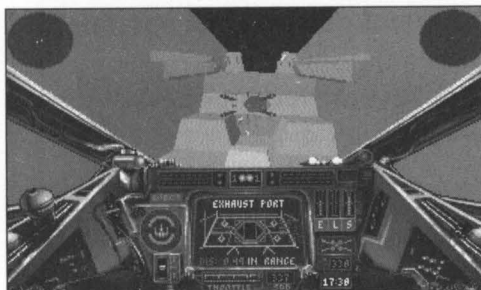
There it is!
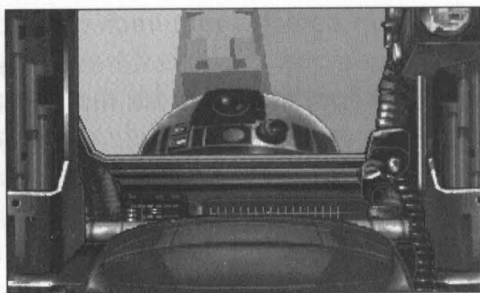
Leaving the trench.

Exhaust Port. I switched to torpedoes, and when it came in view I steered directly for it. I launched my torpedo at point blank range and scored a direct hit! I immediately pulled up and hit the hyperdrive. Victory!

Debriefing (Win Conditions)
You must destroy the Exhaust Port.

There are a lot of variations in the way people handle this mission. One alternative method for dogfighting the TIE Advanced is to set cannons on normal (50%) and shields one notch below normal (25%). Use quad fire-linked mode for cannons and dogfight until you need to recharge. Then back off and reset lasers to full. Charge lasers and shields and wade back into it.

People have different ways of approaching the trench run as well. Ed Kilham's favorite way is to turn all cannon and shield recharge rates to zero and go full speed ahead. He says it works for him. Then there's one other way:

*** SPOILER ***

Spoiler #1: Turn the trench to low detail. This makes it much easier.

Spoiler #2: If you just can't make it down the trench, first take care of the T/As, then figure out which way the exhaust port is. You'll have to find the Nav Buoy and start down the trench to target the port. Now fly out of the trench and stay above the Death Star surface, out of range of the guns, until you get to within about 2 klicks of the port. Then dive straight down into the trench, fire off your torpedoes, and get out.

The battle was furious and deadly. Every ship in my Y-wing group was destroyed except for mine. I could do little, though, except clear away some TIEs and give Gold Squadron a chance at the exhaust port. I was too far away to help when the new TIEs came up behind and destroyed the three Y-wings in the trench. I wanted to swing around for a shot, but by that time I was being attacked from all sides and my shields were failing.

The TIE Advanced Fighters were tough, but I tried some other power configurations. One that worked was to set my shields to normal and my lasers to one below normal. This configuration differed from the one Luke used.

I heard the chatter from Red Squadron and recognized Luke's voice as well as that of Biggs and Wedge. I heard it when Porkins bought it, then Red Squadron launched an attack on the trench, but missed. I was trying to stay out of the way of the TIEs and get into position to do some good, but the Y-wing was just too slow. If only I had an A-wing.

Then I heard Luke, Biggs, and Wedge head in for their attack run. I missed some of the chatter as I had to dodge a crossfire and found myself too close to the Death Star's surface guns. Then I heard Wedge bail, too damaged to continue. Shortly afterwards, Biggs nova-ed. There was a lot of static, but I thought I heard ground base asking Luke why he'd turned off his targeting computer.

I had finally shaken the TIE fighters and was turning my Y-wing back toward the trench. I couldn't see Luke, but I did see the Corellian freighter, the *Millennium Falcon*, fly into view above the Death Star, firing down into the trench. There were two explosions and an odd-looking TIE fighter went careening out of control.

Over the comm line, Han said, "You're all clear, kid. Now let's blow this thing and go home."

Only moments later, I was able to join formation with Luke, Wedge, and the Falcon as we headed away from the Death Star. Luke's shot had gone in and I swiveled my head to watch out the back port. I put rear shields full on and transferred maximum energy to my engines to keep up with the other ships. When the Death Star blew, she didn't just explode. She was obliterated. We were barely past the main force of the blast. My poor Y-wing bucked and twisted, but the shields held and I was able to keep control.

Over the comm, Han was whooping. "Great shot, kid. That was one in a million," he yelled.

I stood among the troops as the heroes of Yavin took the stage and received their awards. I had previously been promoted to Commander, but after hearing their story, I felt proud to have helped Luke, Han, Chewbacca, Leia, and even the two droids, R2-D2 and C-3PO, in any small way.

I felt little of the joy all around me, though. I don't know where or how, but Hamo had been killed. I couldn't accept that he was lost, but there was no sign of him. Nobody had seen him shot, but he was gone. So were Biggs and Porkins and so many others.

The Death Star was destroyed, and the Empire routed. For now. But the fight would go on. I knew I had much to make up for. Marskan still hated me, and for good reason. Raider still wouldn't talk to me, and a lot of young pilots had died because I had made them feel invincible. I doubted that I would ever be able to atone for my mistakes.

At least Lynia didn't hate me. Now that the immediate threat was over, she'd promised to spend more time with me. So I had hope. And I had a mission. Like Luke, I would one day learn to master the Jedi way and once and for all banish the taint of the Dark Side within me.

APPENDICES

Appendix A
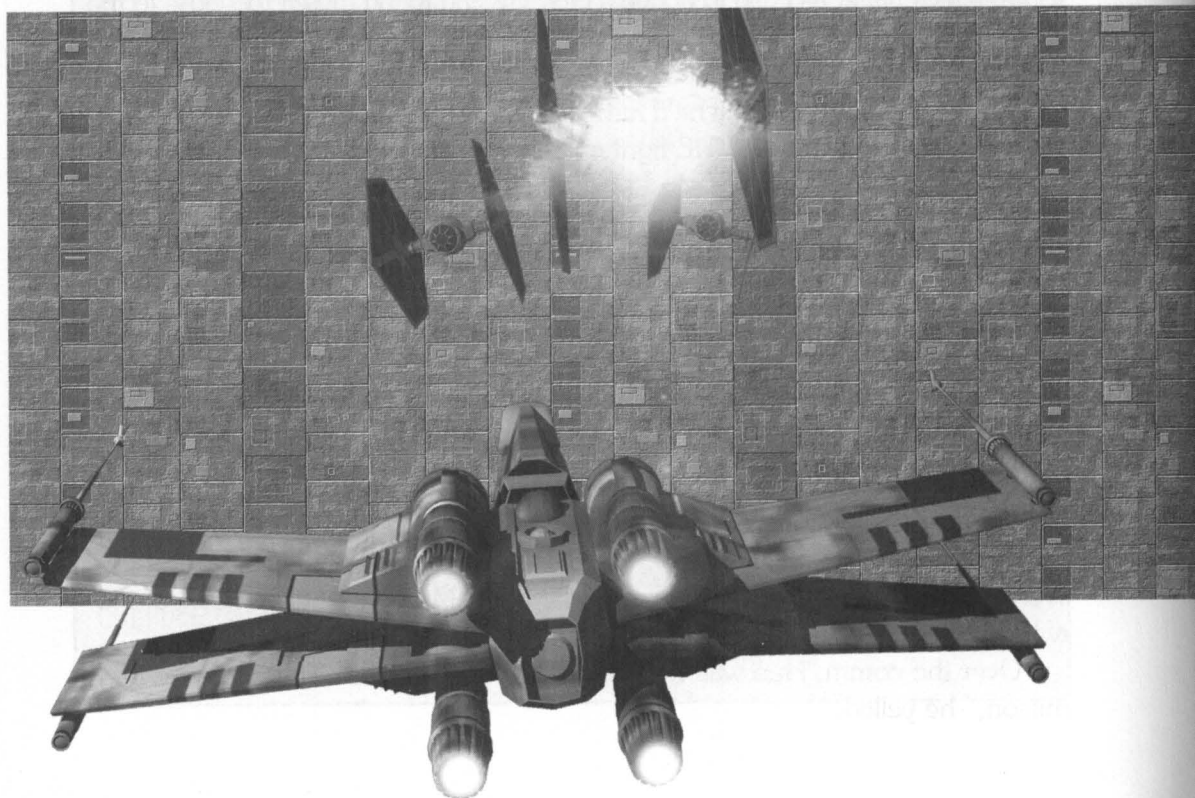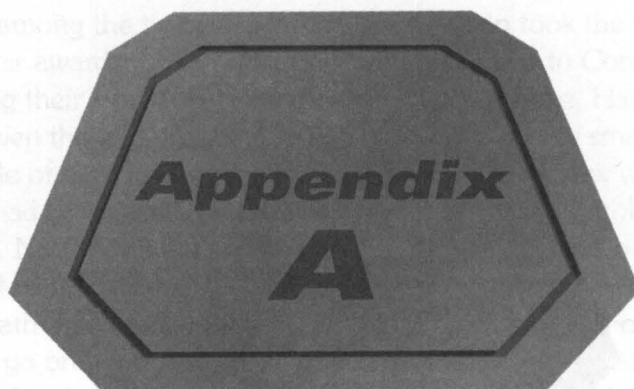
SCORING AND AI

Scoring in X-Wing

Points are awarded for:

Each Laser/Ion cannon hit	3
Each Rocket/Missile hit	100
Death Star buildings	20
Completing mission	1500
Destroying Death Star	7500

Craft Destroyed (non-friendly)

Satellites/Mines/Probes	50	Transport	600
X-wing	600	Shuttle	800
Y-wing	400	Tug	200
A-wing	800	Container	800
TIE Fighter	400	Freighter	1200
TIE Interceptor	600	Cruiser	6000
TIE Bomber	600	Frigate	4000
TIE Advanced	1800	Corvette	1600
Assault Gunboat	800	Star Destroyer	8000

Craft Captured

X-wing	3000	Shuttle	4000
Y-wing	2000	Tug	1000
A-wing	3200	Container	4000
TIE Fighter	2000	Freighter	4800
TIE Interceptor	3000	Cruiser	30000
TIE Bomber	3000	Frigate	16000
TIE Advanced	9000	Corvette	6400
Assault Gunboat	4000	Star Destroyer	40000
Transport	3000		

Points Subtracted for:

Each Laser/Ion cannon fired..........1*

  * This refers to each individual cannon. So if you fire in quad fire-linked mode, you lose 4 points each time you squeeze the trigger.

Each Rocket/Missile fired............50

Losing your spacecraft.............5000

Achieving Rank

As you play through the tours of duty, you'll gradually increase your score (assuming you don't get killed or captured and have to revive your pilot).

Here's the list of accumulated scores required to rise up the ranks in the Rebel Alliance.

Officer	20,000
Lieutenant	50,000
Captain	100,000
Commander	250,000
General	500,000

The Kalidor Crescent

The Kalidor Crescent is given to pilots in recognition of exceptional performance in a single mission. Here are the single-mission scores required to win the medal and its upgrades.

Main Medal 10,000
Bronze Cluster 12,000
Silver Talons.......................14,000
Silver Scimitar.....................16,000
Golden Wings.....................18,000
Diamond Eyes.....................20,000

Enemy AI Characteristics

Here are the main criteria used to differentiate enemy pilots form each other. There are no hard statistics available to list the differences between each type of pilot—for instance a Novice to a Top Ace. Better enemies have the following characteristics, however:

- Faster reaction times to all situations; making decisions more frequently.
- Quicker, more intelligent target selection.
- Better firing accuracy with laser and ion cannons.
- Better missile and torpedo lock on, consequently better missile accuracy.
- More efficient management of weapons, firing more shots when the odds of a hit are better.
- Better ability to stay on the tail of their target.
- Faster response to attacks.
- More radical defensive maneuvers to escape attacks.
- Better formation flying, smoother maneuvers, better exits from and entrance into ships. (This refers both to the launching speed of fighter craft and to docking and separation ability).
- Better avoidance of larger obstacles; in particular, large spacecraft.

Appendix B
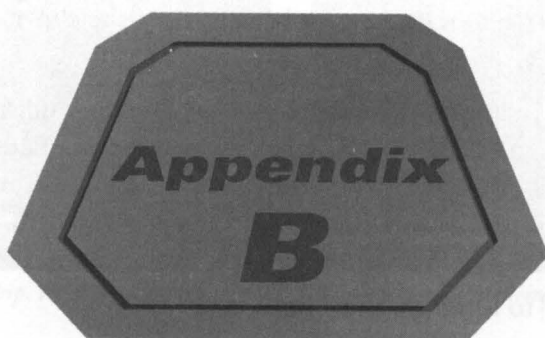
The Camera

During our training, we were taught to use the holo films of our missions to improve our performance and to learn better tactics. I always liked to watch my missions again from different angles. Our holo projection system lets us record in 3D and when we play back, we can view the action from just about any angle or position.

Here are a few tips for using the Viewing Room.

Getting to the Viewing Room

You can enter the Viewing Room two ways. Aboard the Independence, select the lower right doorway to enter the Viewing Room. During a mission, you can begin recording by pressing Ⓒ and jump to the replay by pressing Ⓥ.

Main Controls

Your main holo film controls are Play, Advance, Rewind, Load, Enter Sim, and Exit.

- Press Play Ⓟ to start and stop the recording. To see a few frames at a time, press Play repeatedly.

- Press Advance Ⓐ to move rapidly forward through a holo film clip without any sound. Press again to stop advancing.

- Press Rewind ⬚R⬚ to return to the beginning of the clip at any time.

- Press Load ⬚L⬚ to obtain a list of available clips.

- Enter Sim ⬚S⬚ allows you to switch from viewing to full simulation in which you then pilot your starfighter. When the simulated mission ends, you'll be back in the Viewing Room. You won't receive any mission scores or credit for missions completed this way, however. Also, you can't record new clips when you enter a simulation this way.

- Press Exit ⬚E⬚ to leave the Viewing Room.

View Modes

There are three view modes — Follow, Free, and Track.

- In Follow mode, the camera will appear to follow whatever object you select. Cycle through the objects to Follow by pressing ⬚C⬚ until the one you want is listed in the Camera Pos. box. Press ⬚Shift⬚-⬚C⬚ to cycle backward.

- In Free mode, the camera remains in a fixed position. You can use the controller to zoom and pan to watch the action from a single position.

(Toggle between Follow and Free modes by pressing ⬚F⬚.)

- In the Track ⬚T⬚ mode, the camera angle will move to keep a selected object in view. Select an object by pressing ⬚O⬚ to cycle through all the objects in the holo film. Or press ⬚Shift⬚-⬚O⬚ to cycle backward.

If both Follow and Track modes are activated, the camera will view the tracked object from the position of the object being followed.

Using the View Modes

Once you understand the way the view modes work, you can use them to your advantage. Combinations of modes will reveal different angles on the action. Try everything.

Free Mode

The Free mode gives you a great deal of control over what you see. Use the controller direction controls and buttons to activate pan and zoom. Using the pan and zoom controls, you can position your view as far away or as close to the action as you want. Sometimes you'll want to get in tight to watch your enemies

Following your ship, tracking the enemy.
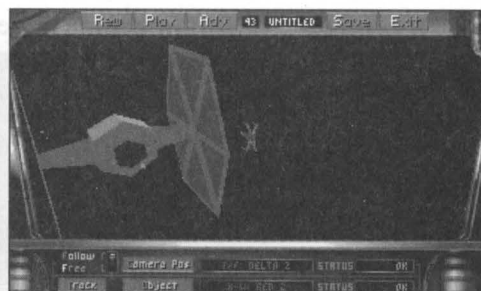
Following the enemy, tracking your ship.

maneuver and learn their tendencies. Other times, you'll want to pull back to see more of the melee. It may turn out that you missed a particularly good opportunity or that you were hit by an unseen enemy. Using the Free mode, you should be able to see everything in as much detail as you want.

If you lose sight of your starfighter while viewing in Free mode, press F quickly to enter Follow mode, then press F again to return to Free mode.

Follow and Track

Use the Follow mode in combination with object Tracking to obtain revealing views of the action. Here are some suggestions.

- Follow your fighter and select your current target as the Object. Press O until you find the craft you want to track. The target will always stay in view.

- Follow your current target and Track your own starfighter. This is a very dramatic view that will show your craft maneuvering and attacking the target, from the target's perspective. This is not only useful to see how accurate your shooting is, since you can see the weapon blasts as they either hit or miss the target, but you can also see behind your own fighter if you are being pursued by other enemies. For instance, suppose you were

Catching a dramatic moment . . .
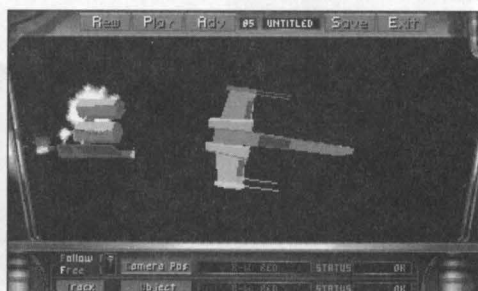
. . . from different positions.

targeting a TIE Bomber and several TIE Interceptors were on your tail. You can see how effective your evasive maneuvers were. Or watch yourself in a "Wotan Weave" to see if you are performing it correctly.

It's a good idea to watch an engagement several times. First, watch in Follow mode to relive your mission from the original perspective — yours. You might also log the mission by notating the camera counter number (to the right of the Adv button) showing when particular events occur — you get a kill, for instance, or you get hit, or even if someone else gets a kill. Press the Play P button to pause the display any time you want.

Next watch again in Free mode to get the overall picture. Finally, dissect the mission using combinations of Free, Follow, and Track to understand what was happening around you in more detail.

Remember, you can use the Advance A button to move quickly through parts of the holo film, though you will not hear any sound cues while the holo film is advancing. Watch the counter number to find a particular event in the clip.

When new friendly or enemy ships jump into the engagement, you might want to press Play P to pause the clip, then switch the Camera Pos. C to that new object. Now switch to Free F and use Pan and Zoom to observe how this new ship may have affected the situation and where it is relative to your current position. Finally, return to the view you were in before and resume the clip (or resume in Free mode).

Taking a Snapshot
Some pilots like to use the camera in place of the map screen. Here's how: During a mission, if you want to see the relative positions of friendly and enemy craft, you can switch to the map screen M at any time. But the map is a two-dimensional image. A better way to get a picture of what's going on is to hit C to start the camera, then hit V to view the clip. Doing this quickly is like taking a snapshot of the action in 3D space! You can actually use this method in the middle of a mission.

Study the Holo Film
If you're having problems with one or more missions, STUDY THE FILM, STUDY THE FILM, and STUDY THE FILM!
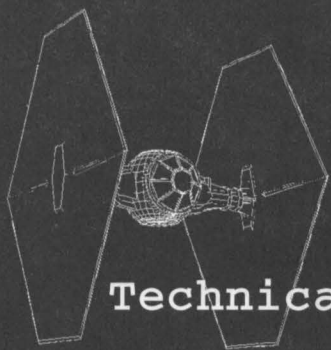
Technical Specifications:

Spacecraft of the Imperium and the Rebel Alliance
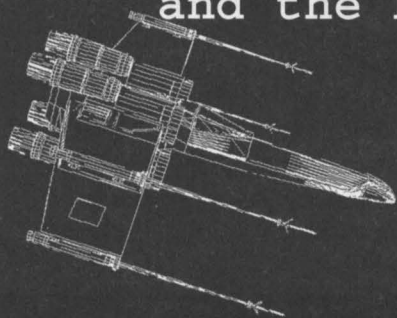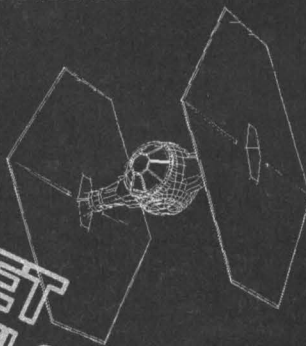
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Doc. No. V492771R225Y

Lord Darth Vader
Imperial Headquarters

Preliminary report (in progress) on the military vehicles of the Imperium and the Rebel Alliance.

To Lord Vader:

 This report is still preliminary. It will take several months more to complete. You requested an update, so we are sending it to you now. The files are pretty mixed, but we've put all the Rebel craft at the beginning, the Imperial craft in the middle, and some miscellaneous vessels are mentioned at the end.

We trust you will understand that much of the data we have gathered is incomplete and we cannot include it until we have verified it. Also, our work would be more productive if certain Imperial Navy officers would allow us access to their records and files. To date, they have not. We have requested this information on numerous occasions, so it does no good to repeat the request.

Regarding the Death Star project. Should we expect to receive technical specifications of this new weapon in the near future? Or is it to be left out of this document?

We humbly regret the incompleteness of this document and ask your lordship's indulgence in giving us more time.

Captain Mordaph Clafdatha
Lieutenant Jord Kraas

Starfighters of the Alliance
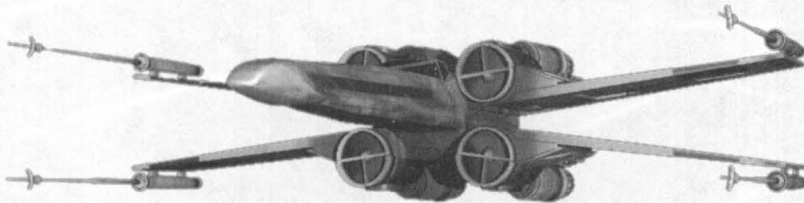
As the former senatorial malcontents and dissidents continue to sway the weak-minded to their side, the puny forces of the Rebellion have been able to attract some supporters who should know better. Not counting the alien scum of Mon Calamari who are reportedly refitting their considerable starfleet to aid the Alliance, there are several key firms who at one time worked legitimately with the Empire. Among them are the traitors at several important starfighter design facilities. The most notorious of these are the Rebel sympathizers at Incom Corporation who stole the X-wing prototypes and handed them over to the Alliance.

Given their shortage of supplies and skilled workers, we had previously doubted that the Rebel trash could, in fact, produce any viable starfighters, but they have far exceeded our expectations. There are certainly several squadrons of X-wings in operation, and more are being built at secret facilities not yet known to our sources. In addition to the X-wing, we have obtained preliminary information regarding two other Alliance starfighters—the Y-wing, and the A-wing.

Of course, the Y-wing is no secret. Before the hated X-wings began to show up, the Y-wing was the basic Rebel starfighter. In fact, it may be that the dogs at Koensayr had something to do with the defection of the Incom turncoats. Whatever the truth may be, Y-wings have been turned out in large numbers, and most of the pre-Rebellion Y-wings have somehow turned up in Alliance hands.

The A-wing is something new, and our information about it is sketchy. We have heard reports from our TIE pilots about a very fast spacecraft that swooped in on them, took some quick shots, and flew away before they could pursue. Many of them swear (before being reprimanded) that these new craft were faster than the TIE Interceptor. More on these reports later.

The only information we can rely on is that the A-wing is a new design. Everything else is conjecture. One unconfirmed rumor has it that the A-wing uses the powerful Novaldex J-77 "Event Horizon" engines. Other evidence suggests it has a new sensor jamming array. We continue to investigate this mysterious new starfighter.
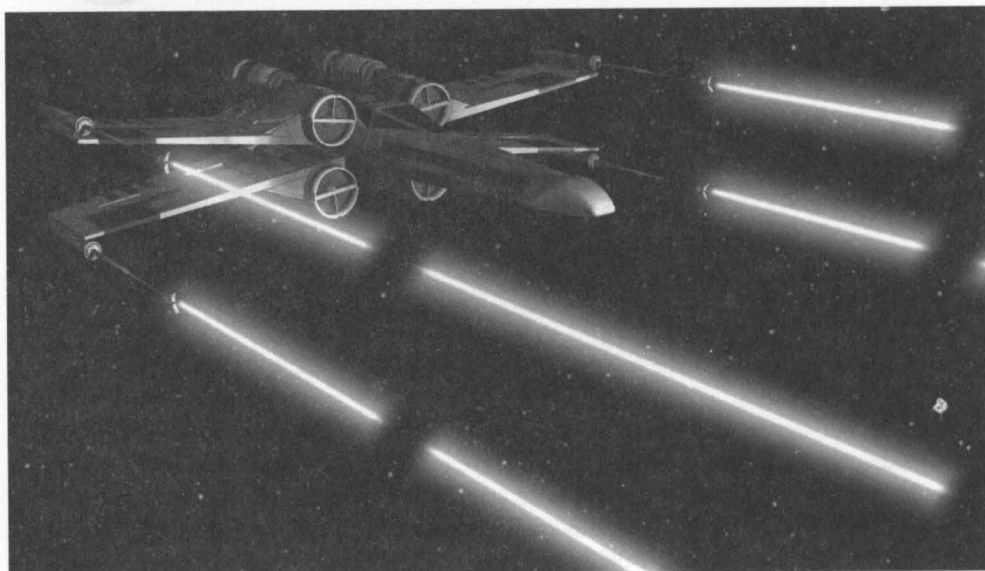
X-WING

The X-wing fighter is the most versatile and well-balanced of the Rebel fighters. Its combination of speed, maneuverability, and firepower make it an ideal attack craft for dogfighting TIE fighters or for fast-paced torpedo runs against larger targets. Many of our pilots have complained about the emergence of the X-wing and the traitorous defection of the senior design team at Incom who now oversee the production of these rebel craft.

It is not known how the Alliance rabble have been able to scrape together the materiel necessary to produce these sophisticated spacecraft, particularly the rare alloys and advanced control systems integral to their construction. Many of our TIE pilots joke that the X-wings will surely rattle themselves apart without needing to be shot at, but this, regrettably, seems to be mere battlefield humor and is without confirmation in the field. In fact Imperial losses to the X-wing have mounted as that craft has become more numerous.

One significant advantage of the X-wing is its ability to travel through hyperspace. With an R2 droid unit mounted behind the pilot, the X-wing is able to make jumps into Imperial space, carry out its mission, and jump back out without fear of being followed by our TIE fighters, which lack hyperspace capabilities.

In our favor, the newest of the TIE fighters is more than a match for the X-wing and our craft generally outnumber the rebels when they meet. We only lack highly trained pilots. Many of our TIE pilots are ill-trained and it is these pilots who most frequently fail when confronted by rebel X-wings.

Name/Model#	T-65C A2 X-wing
Designer/Manufacturer:	Incom
Combat Designation:	Space Superiority Fighter
Crew:	1 pilot plus 1 Astromech Droid
Power System:	Novaldex O4-Z cryogenic power cells and ionization reactor
Propulsion System:	Four Incom 4j.4 fusial thrust engines (rated at 300 KTU)
Speed Rating:	100 MGLT
Flight Control System:	Torplex Rq8.Y flight control avionics package
Maneuverability Rating:	75 DPF
Navigation:	Astromech Droid, usually R2 unit
Hyperdrive:	Incom GBk-585 motivator drive unit
Sensor Systems:	Fabritech ANS-5d unit with a long range Phased Tachyon Detection Array model# PA-9r and one short range Primary Threat Analysis Grid model# PG-7u
Targeting Computer:	Fabritech ANq 3.6 tracking computer and IN-344-B "Sightline" holographic imaging system
Weapons:	Four Taim & Bak IX4 Laser Cannons (single fire or fire-linked) Two Krupx MG7 Proton Torpedo Launchers (3 torpedoes each)
Shields/Armor:	Forward/Rear Projecting Chempat Shields (rated at 50 SBD) Titanium Alloy Hull (rated at 20 RU)
Special Design Features:	S Foil Wings, adjustable for atmospheric flight
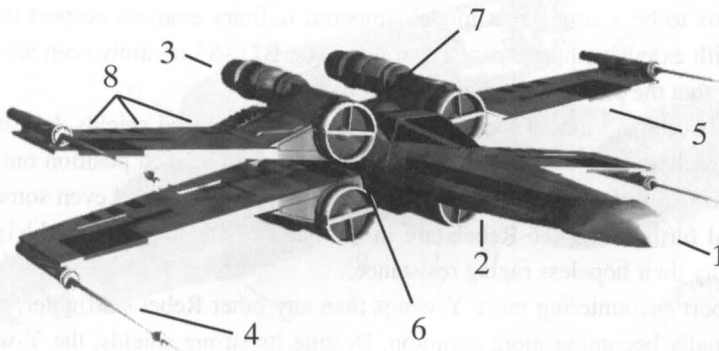
1. Sensor Systems
2. Proton Torpedo Launchers
3. Fusial Thrust Engine Assembly
4. Laser Cannon
5. S Foil Wing
6. Shield Projector
7. R2 Unit
8. Thrustor Control Jets (trailing edge of wing)

Y-WING

The Rebel Y-wing starfighter is a rugged, versatile spacecraft. Though it lacks the speed and maneuverability of more modern fighters, it is nothing to trifle with. Its combination of weapons—including both laser and ion cannons as well as proton torpedoes—can deliver a deadly attack on small and medium craft, especially when the Y-wings attack in formation. And what it lacks in speed and maneuverability, it makes up for in toughness. Its shields are quite effective, and its pilots adept at focusing shield strength where needed. Once the shields are breached, however, the Y-wing is easily crippled if hit in the engine spars.

Imperial spies have identified two types of Y-wing starfighters. One, designated the BTL-S3, is a standard two-seat attack fighter designed for a variety of missions. The other, the BTL-A4, seems to be a single-seat model. Imperial military analysts suspect that the A4 is equipped with extensive hyperspace capability. The BTL-S3 is rarely seen anymore, and it is suspected that the Rebels have begun to favor the A4.

Pilots report that the A4 model seems to have somewhat reduced shields, but the hull is reinforced. In combat, the A4's ion cannons appear to fire in a fixed position only. We know that the Y-wings' ion cannons are used to disable our freighters and even some light military ships, and further, that the Rebels are in the habit of stealing these vehicles and their cargo to supply their hopeless ragtag resistance.

Pilots still report encountering more Y-wings than any other Rebel starfighter, though X-wings are gradually becoming more common. Despite its strong shields, the Y-wing is no match for our TIE fighters, especially when attacking in large numbers. Our new TIE Interceptors should be able to carve up Y-wings with ease.

The only disadvantage we suffer is the lack of hyperspace capability in our starfighters. When the Y-wing can 'space in, launch a raid, and then 'space out again without encountering any starfighter resistance, it can be very effective. Recently, as more X-wings seem to be available, the Rebels have taken to sending these more effective craft to provide close cover support for the Y-wings.

Name/Model#	BTL-A4 Y-wing Starfighter
Designer/Manufacturer:	Koensayr
Combat Designation:	Long Range Fighter/Bomber
Crew:	1 pilot plus 1 Astromech Droid
Power Systems:	Thiodyne O3-R cryogenic power cells and ionization reactor
Propulsion System:	Two Koensayr R200 ion fission engines (rated at 250 KTU)
Speed Rating:	80 MGLT
Flight Control System:	Subpro NH-7 flight control avionics package
Maneuverability Rating:	50 DPF
Navigation:	Astromech Droid, usually R2 unit
Hyperdrive:	Koensayr R300-H motivator drive unit
Sensor Systems:	Fabritech ANs-5d unit with one long range Phased Tachyon Detection Array model# PA-9r and one short range Primary Threat Analysis Grid model# PG-7u
Targeting Computer:	Fabritech ANc-2.7 tracking computer and SI 5g7 "Quickscan" vector imaging system
Weapons:	Two Taim & Bak KX5 Laser Cannons (single fire or fire-linked) Two ArMek SW-4 Ion Cannons (single fire or fire-linked) Two Arakyd Flex Tube Proton Torpedo Launchers (4 torpedoes each)
Shields/Armor:	Forward/Rear Projecting Chempat Shields (rated at 75 SBD) Titanium reinforced Alusteel® Alloy Hull (rated at 40 RU)
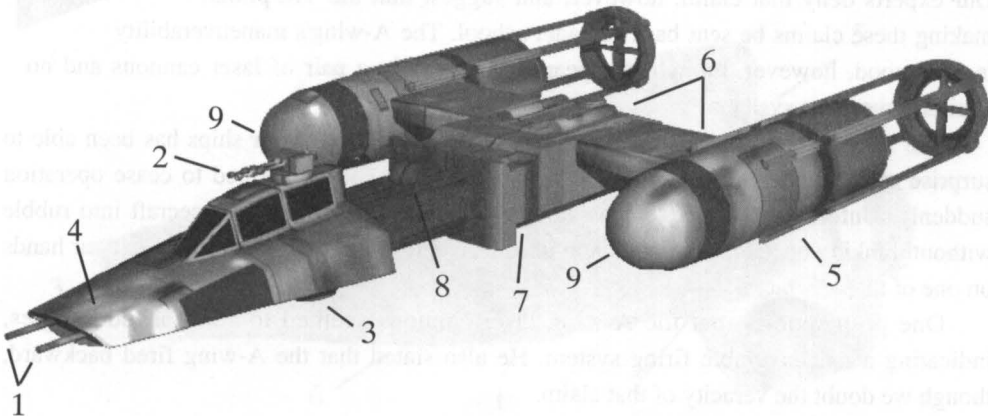
1. Laser Cannons
2. Ion Cannons
3. Proton Torpedo Launcher
4. Computer Targeting System
5. Ion Fission Engines

6. Thrustor Control Jets
7. Thiodyne Power System
8. R2 Unit
9. Sensor System
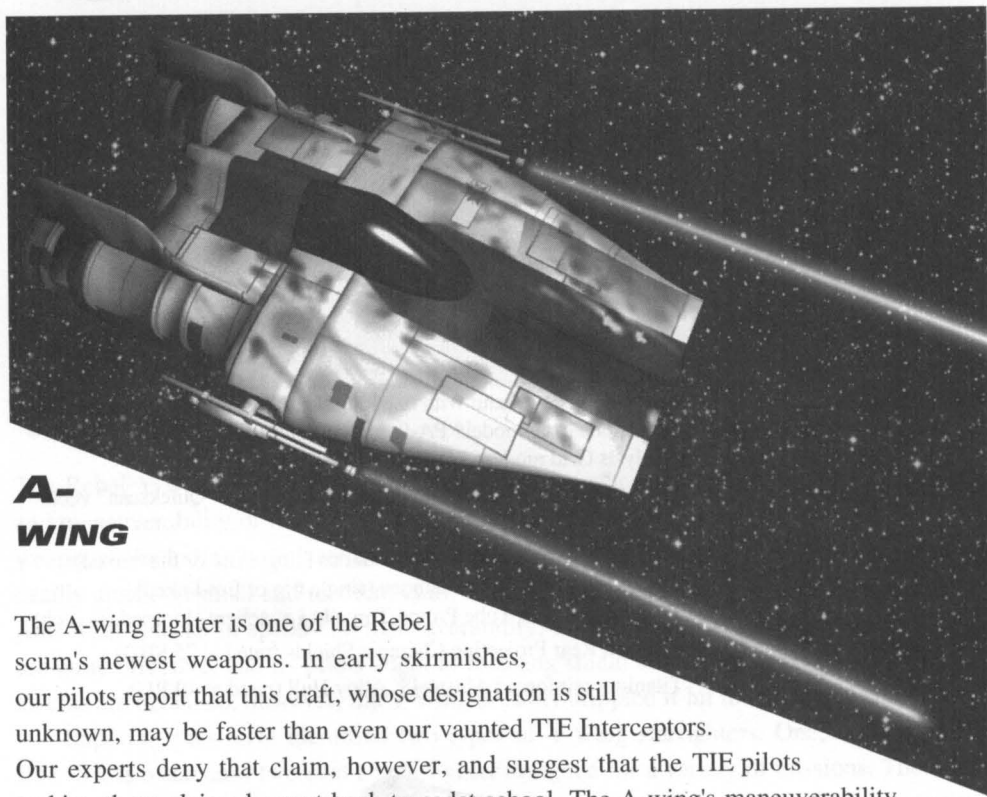
A-WING

The A-wing fighter is one of the Rebel
scum's newest weapons. In early skirmishes,
our pilots report that this craft, whose designation is still
unknown, may be faster than even our vaunted TIE Interceptors.
Our experts deny that claim, however, and suggest that the TIE pilots
making these claims be sent back to cadet school. The A-wing's maneuverability
is very good, however, though it appears to carry only a pair of laser cannons and no
auxiliary weapons systems.

The A-wing appears to have a strong sensor array. None of our ships has been able to
surprise one. We have noticed on two occasions that A-wings seemed to cease operation
suddenly. Unfortunately, overzealous TIE pilots blasted the crippled spacecraft into rubble
without thinking once of salvaging them intact. To date, we have not be able to get our hands
on one of these fighters.

One pilot reports that the A-wing laser cannons seemed to shoot at odd angles,
indicating a maneuverable firing system. He also stated that the A-wing fired backward,
though we doubt the veracity of that claim.

Name/Model#	RZ-1 A-wing Starfighter
Designer/Manufacturer:	Dodonna/Blissex
Combat Designation:	Long Range Fighter/Interceptor
Crew:	1 pilot
Power System:	MPS BPr-99 power convertor and fusion reactor
Propulsion Engines:	Twin Novaldex J-77 "Event Horizon" engines (rated at 400 KTU)*
Speed Rating:	120 MGLT*
Flight Control System:	Torplex Rq9.Z advanced flight control avionics package
Maneuverability Rating:	100 DPF*
Navigation:	Microaxial LpL-449 computer system
Hyperdrive:	Incom GBk-785 motivator drive unit
Sensor Systems:	Fabritech ANs-7e unit with one Phased Tachyon Detection Array model# PA-9r and one short range Primary Threat Analysis Grid model# PG-7u
Targeting Computer:	Fabritech ANq 3.6 tracking computer and IN-344-B "Sightline" holographic imaging system
Weapons:	Two Borstel RG9 Laser Cannons (single fire or fire-linked) Two Dymek HM-6 Concussion Missile Launchers (6 missiles each)
Shields/Armor:	Forward/Rear Projecting Sirplex Z-9 Shields (rated at 50 SBD) Titanium alloy hull (rated at 15 RU)

This information is highly suspect. Other information is best guess based on remote telemetry, pilot debriefings, and incomplete field operative reports.
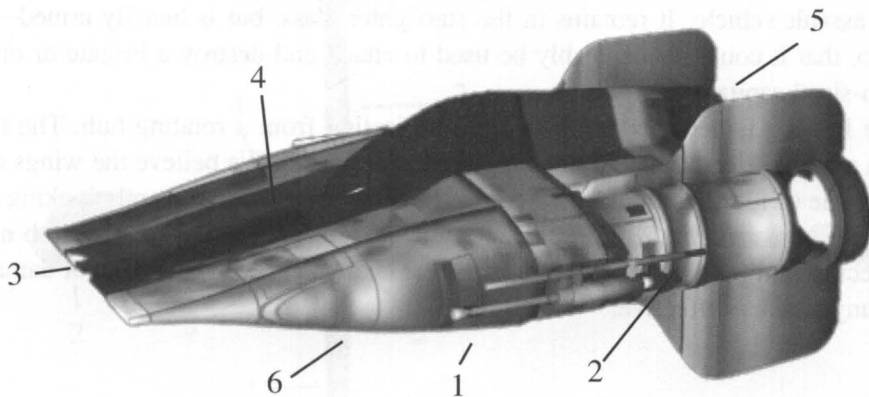
1. Laser Cannon
2. Novaldex Engine
3. Sensor System (?)
4. Fabritech Targeting Computer
5. Thrustor Control Jets
6. Concussion Missile Launcher (ventral mounting)

B-WING

What we know about the B-wing starfighter is that it was designed to be a heavy, mobile assault vehicle. It remains in the starfighter class, but is heavily armed—so much so, that it could conceiveably be used to attack and destroy a Frigate or other medium-sized capital ship.

The B-wing is designed with "wings" projecting from a rotating hub. The hub stays in a basic orientation and the wings rotate around it. We believe the wings can be set in one of four positions, at 90 degree increments. We are currently looking for weaknesses in this unusual fighter. Our engineers believe that the rotating hub may be subject to jamming, but the fighter is well shielded, so it will take a lot of damage before any attack is effective.

Name/Model#	B-wing
Designer/Manufacturer:	Slayn & Korpil
Combat Designation:	Heavy assault starfighter
Crew:	1 pilot
Power System:	Vinop O2 K cryogenic power cells and ionization reactor
Propulsion Engines:	Four Slayn & Korpil JZ-5 fusial thrust engines (rated at 290 KTU)
Speed Rating:	90 MGLT
Flight Control System:	Narmox HG.6w flight control avionics package
Maneuverability Rating:	65 DPF
Navigation:	Microaxial LpM-549 computer system
Hyperdrive:	Slayn & Korpil HYd-997 motivator drive unit
Sensor Systems:	Fabritech ANv-9q unit with one Phased Tachyon Detection Array model# PH-5s and one short range Primary Threat Analysis Grid model# PK-8f
Targeting Computer:	Fabritech ANq 3.6 tracking computer and IN-344-B "Sightline" holographic imaging system
Weapons:	Three Gyrhil R-9X Laser Cannons (single fire or fire-linked) Three ArMek SW-7a Ion Cannons (single fire or fire-linked) Two Krupx MG9 Proton Torpedo Launchers (6 torpedoes each)
Shields/Armor:	Forward/Rear Projecting Sirplex Zr-41 Shields (rated at 125 SBD) Titanium alloy hull (rated at 60 RU)
Special Design Features:	S Foil wings, adjustable for atmospheric flight
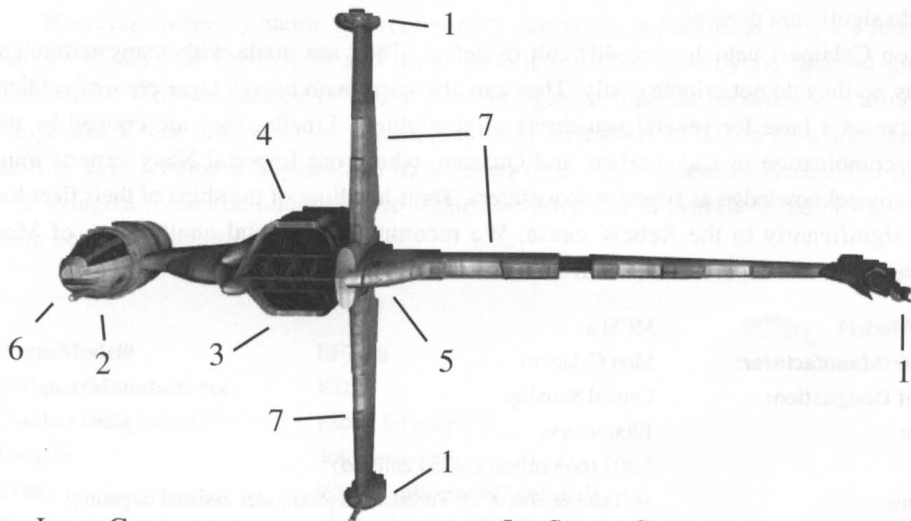
1. Laser Cannons
2. Ion Cannons
3. Proton Torpedo Launcher
4. Engine
5. Sensor System
6. Computer Targeting System
7. S Foil Wing
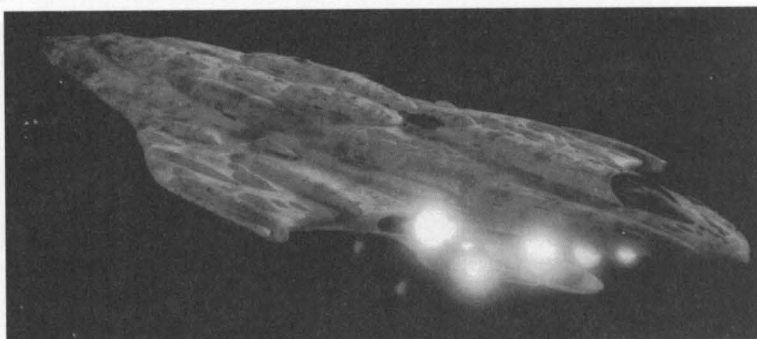
MON CALAMARI CRUISER

Those vile-smelling creatures of that drenched planet Mon Calamari have turned their eccentric talents to the other side. How they can build effective starships when they appear to have no plans or specifications is beyond the scope of this document to answer. However, it remains true that they have refitted many of their decadent luxury vehicles to the purposes of the enemy.

Their largest vehicle, designated the MC80 Star Cruiser, is an organically shaped monstrosity, something like a pickle to our observers. Unfortunately the laughter stops when the MC80 opens fire with its 48 turbolaser batteries and 20 ion cannons. This is a spacecraft that can actually challenge a Star Destroyer! Not that it would defeat our mighty craft, but it could do significant damage.

Mon Calamari vehicles are difficult to defeat. They are made with many redundant systems, so they do not cripple easily. They can also carry with them a large crew of soldiers and serve as a base for several squadrons of starfighters. Finally, they are crewed by the bizarre combination of Calamarians and Quarren, whom our Imperial Navy experts must reluctantly acknowledge as superior spacefarers. Their handling of the ships of their fleet has added significantly to the Rebels' cause. We recommend the total annihilation of Mon Calamari as soon as operations permit such an endeavor.

Name/Model#	MC80a
Designer/Manufacturer:	Mon Calamari
Combat Designation:	Capital Starship
Length:	1200 meters
Crew:	5,402 (668 officers, 4734 enlisted)
Weapons:	48 Taim & Bak XV9 Turbolasers (computer assisted targeting)
	20 ArMek SW-7 Ion Batteries
	Six Phylon-Q7 Tractor Beam Projectors
Starfighter Squadrons:	2 X-wing, 3 Y-wing, 1 A-wing

NEBULON B ESCORT FRIGATE
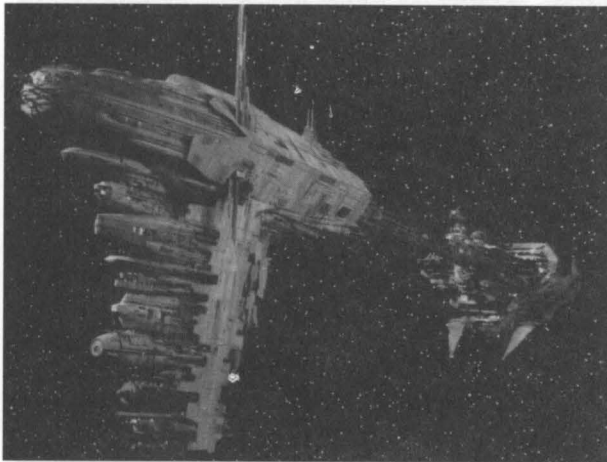
Although the Nebulon B still sees service as an Imperial convoy escort craft, reports have been reaching military HQ regarding its increasing use with the Rebel dogs. It is not clear where the rabble are obtaining such powerful ships, but the reports are too numerous to doubt. We have, therefore, included the Nebulon B among the Rebel ships, even though it is still technically one of ours.

The addition of the Nebulon B frigate to the side of the enemy represents a disturbing trend. This is a powerful ship. Certainly not a Star Destroyer, but still a capital ship of immense capability. In the service of the Empire, it holds a complement of two squadrons of TIE fighters (24 in all). With its powerful turbolasers and other weapons and shields, this is a formidable escort vehicle that has made the enemy think twice about attacking our convoys.

However, in enemy hands, this represents a dangerous opponent, as there are few ships outside of the Star Destroyers and the older Victory class destroyers, that out-gun the Nebulon B. With a squadron or two of X-wing fighters, this can become the platform for dangerous Rebel missions. We recommend that all efforts be taken to search out and destroy any Nebulon B frigates that have found their way into enemy hands, and further, that stringent means be undertaken to tighten security and to prevent more of these ships from being used against us.

Name/Model#	EF76-B
Designer/Manufacturer:	KDY
Combat Designation:	Escort Starship
Length:	300 meters
Crew:	920 (77 officers, 843 enlisted)
Weapons:	12 Taim & Bak XI 7 Turbolasers (computer assisted targeting)
	12 Borstel RH8 Laser Cannons
	Two Phylon-Q7 Tractor Beam Projectors
Starfighter Squadrons:	One X-wing or A-wing plus one Y-wing
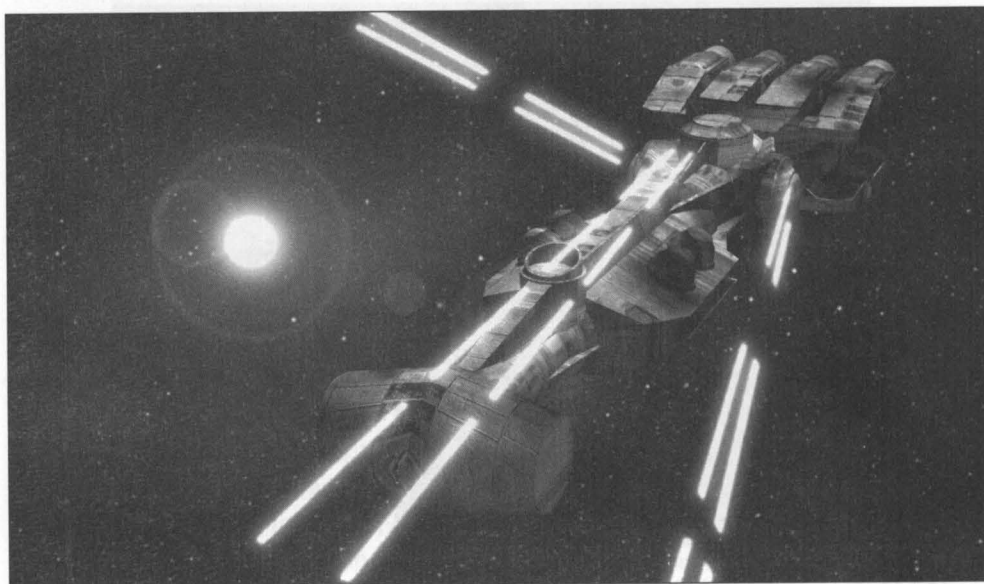
CORELLIAN CORVETTE (BLOCKADE RUNNER)

The Corellian Engineering Corporation builds multi-purpose ships of all kinds. While most shipyards are building specialized spacecraft, Corellians still produce models that cover a wide range of purposes. The Corellian Corvette is a good example of such versatility. This mid-range vessel can function equally well as a troop transport, light escort, cargo or passenger carrier. Although the Corvette may be unable to compete with more specialized vehicles, it is to be found throughout the galaxy.

Many older Corellian Corvettes find their way into the hands of smugglers and other criminals, and not a few of them have been enlisted by the Rebel traitors. Because the Corellians like very fast sublight ships with quick turnaround into hyperspace, these vehicles can prove troublesome to many of our Imperial picket lines and patrol ships.

Name/Model#	CR90 Blockade Runner
Designer/Manufacturer:	Corellian Engineering Corporation
Combat Designation:	Multi-purpose starship and transport vessel
Length:	150 meters
Crew:	46 (8 officers, 38 enlisted)
Weapons:	Six Taim & Bak H9 Dual Turbolasers

IMPERIAL VESSELS
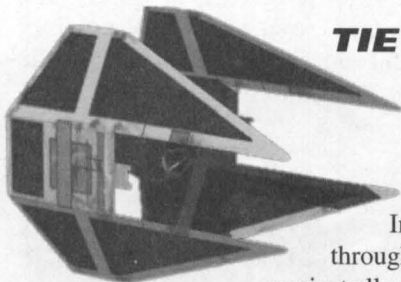
TIE Fighters

The Twin Ion Engine (TIE) fighter is the primary starfighter of the Empire. There are several models of TIE starfighter currently in service throughout the Imperium. No single starfighter is as well represented throughout the galaxy, and our TIE fighters perform well against all opposition.

All TIE fighters are manufactured by Sienar Fleet Systems (SFS), formerly known as Republic Sienar Systems. SFS has produced TIE fighters in enormous quantities, though their output has recently fallen off as resources are diverted to top secret projects outside the scope of this document.

Propulsion
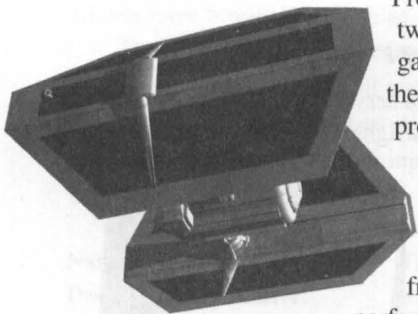
Propulsion systems in all TIE fighters are the same, using twin ion engines. Using microparticle accelerators, ionized gasses are excited to near lightspeed. When released through the adjustable rear vents of the TIE fighter, the resultant thrust produces a fast-moving, highly maneuverable craft. Extremely efficient mass-to-energy conversion and the addition of the distinctive solar panels allow the TIE fighter to carry limited fuel supplies. Since TIE fighters do not have hyperspace capability, they rarely venture far from their mother craft. Hyperdrives would affect the performance of the TIE fighter as well as cost the Imperial treasury a considerable sum due to the vast numbers of TIE fighters in service.

Maneuverability

Ion streams can be directed in almost any direction, making the TIE fighter highly maneuverable. Once a pilot has mastered the craft, he can perform complex rolls and spins as well as slip-and-drift maneuvers that can lose all but the most determined of pursuers. Some maneuvers place great strain on the spacecraft, however, and it is not advisable to come to a 180-degree, full-thrust stop as severe damage may result.
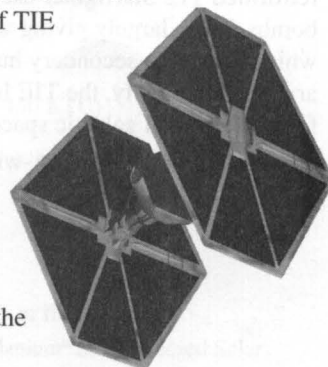
Weapons Systems

Standard armament on the TIE fighter consists of twin laser cannons mounted in the spherical shell of the spacecraft. Originally these cannons were powered by the ion engines, but during battle, the starfighter's performance would suffer, so separate power batteries were later installed, making the lasers even more powerful without substantially reducing the performance of the TIE fighter. Some models of the TIE fighter have different armament configurations.

Shields

One dangerous weakness of the TIE series of fighters is its lack of deflector shields. When going up against the shielded Rebel craft such as the X-wing and Y-wing fighters, an individual TIE fighter can be at a disadvantage. Although we make up for this problem with sheer numbers and superior tactics, our armored solar panels and main hull rarely provide much protection against a direct laser hit, let alone a proton torpedo.
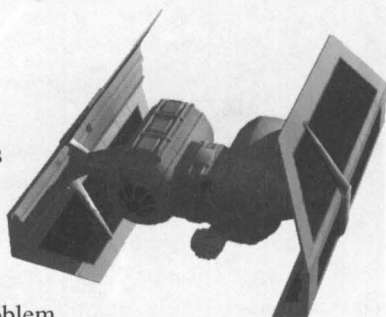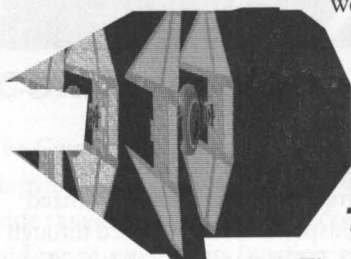
TIE Starfighter Models

There are several TIE fighters in service. Some are only specialized variants of the most common model, the TIE Starfighter. Others are redesigned and rebuilt for specific purposes. For instance, the TIE/rc is a lightly-armed version used for reconnaissance missions. The TIE/fc is used as a long-range fire control and target acquisition craft to help direct more accurate long-range bombardment missions. The TIE/gt is a retrofitted TIE Starfighter used for carrying missiles and bombs, but is largely giving way to the new TIE Bomber which features a secondary hull used for carrying armaments. Finally, the TIE Interceptor is arguably the fastest fighter in galactic space, though some have suggested that the Rebel A-wing is as fast or faster.
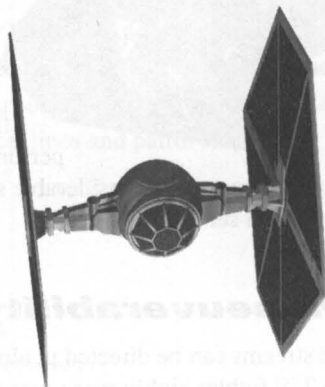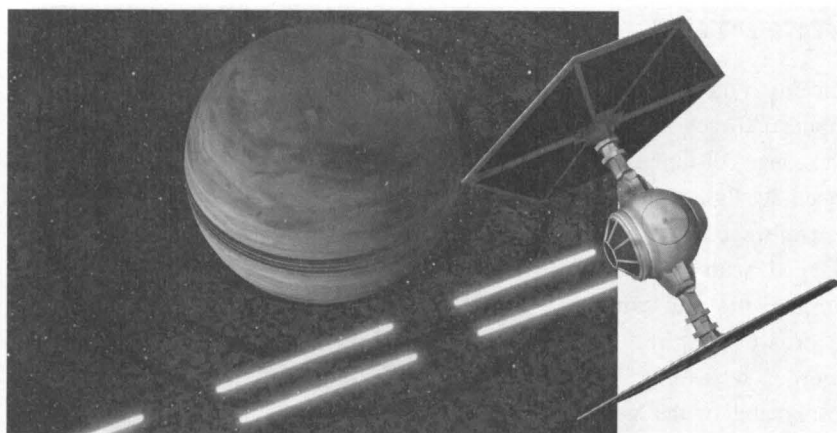
TIE STARFIGHTER

The backbone of the Imperial starfighter fleet is the TIE Starfighter. This versatile craft performs all operations including fleet escort, reconnaissance, space patrol, planetary guard, and hunter/destroyer. Pilots of the TIE Starfighter enjoy a speed and maneuverability advantage over almost any spacecraft currently in operation, although recent advances by the Rebels have brought them close, or even superior to, the TIE.

The TIE Starfighter matches well with the Rebel X-wing and shows some superiority to the Y-wing. However, Rebel starfighters support more weaponry and have deflector shields, making them dangerous foes in one-on-one combat. Fortunately, our TIEs generally enjoy superiority of numbers, making even the most talented and stubborn of Rebel pilots run away and jump to hyperspace to escape.

Name/Model#	TIE Starfighter
Designer/Manufacturer:	Sienar Fleet Systems
Combat Designation:	Space Superiority Fighter
Crew:	1 pilot
Power System:	SFS I-a2b solar ionization reactor
Propulsion System:	SFS P-s4 Twin ion engines (rated at 150 KTU)
Speed Rating:	100 MGLT
Flight Control System:	SFS F-s3.2 flight avionics system
Maneuverability Rating:	100 DPF
Navigation:	SFS N-s6 Navcon computer system
Hyperdrive:	none
Weapons:	Two SFS L-s1 Laser Cannons (single or fire-linked)
Shields/Armor:	No shields; Titanium hull with Quadanium® Steel armored Solar Panels (rated 15 RU)

TIE INTERCEPTOR

There has been concern on the part of some of the leaders of our Imperial forces that our TIE Starfighters were no longer distinguished as the most advanced starfighter in the galaxy. The rabble of the Alliance have managed, with the help of the Incom traitors and other sympathizers, to create a highly versatile and dangerous series of starfighters, led most notably by the X-wing. Therefore, the Imperial leaders have conceived a new starfighter, based on the TIE designs, but faster, more powerful, and even more maneuverable. This new craft is the TIE Interceptor.
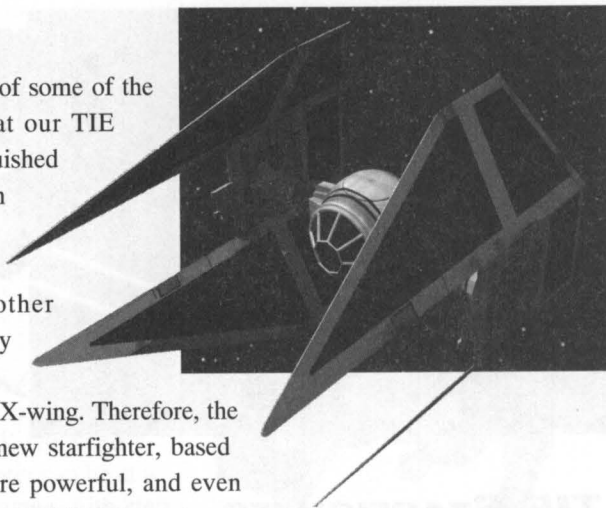
The TIE Interceptor is based on the custom bent-wing TIE fighter designed by Lord Darth Vader. Its twin ion engines have been enlarged with added power coming from the greater surface area of the solar panels. At this time, the TIE Interceptor is the fastest starfighter in existence. Some claim that the Rebel A-wing is faster, but no evidence exists to confirm or deny that claim.

Visibility problems with the oversized solar panels are solved by the dagger shape of the front panels, and firepower has been increased by the addition of four laser cannons mounted in the fronts of the solar panels, at the points of the "daggers." The twin chin-mounted cannons have been removed from the fuselage. To improve accuracy, the targeting software for the weapons guidance systems has also been updated.

Name/Model#	TIE Interceptor
Designer/Manufacturer:	Sienar Fleet Systems
Combat Designation:	Space Superiority Fighter
Crew:	1 pilot
Power System:	SFS I-s3a solar ionization reactor
Propulsion System:	SFS P-s5.6 Twin ion engines (rated at 175 KTU)
Speed Rating:	110 MGLT
Flight Control System:	SFS F-s4 flight avionics system
Maneuverability Rating:	125 DPF
Navigation:	SFS N-s6 Navcon computer system
Hyperdrive:	none
Weapons:	Four SFS L-s9.3 Laser Cannons (single or fire-linked)
Shields/Armor:	No shields; Titanium hull with Quadanium® Steel armored Solar Panels (rated 20 RU)
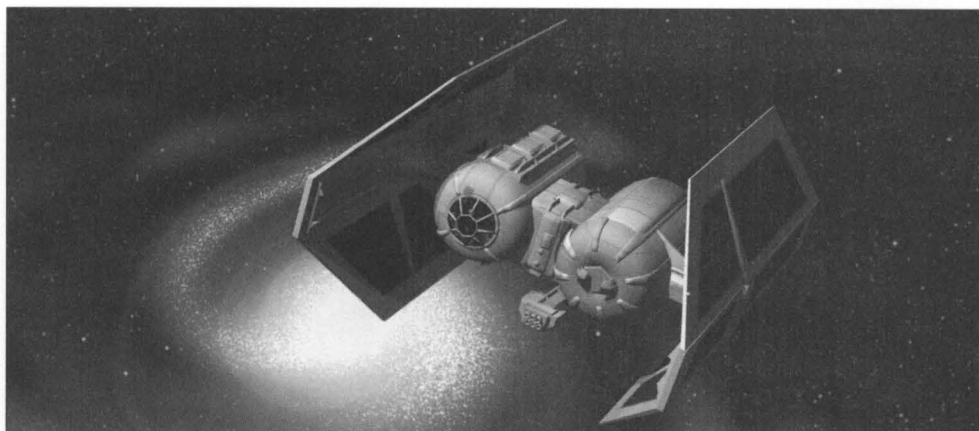
TIE BOMBER

The TIE Bomber is one of the newest of the TIE series. Featuring a double-hull, this fighter/bomber can carry a lethal load of proton torpedoes, guided missiles, orbital mines, or free-falling thermal detonators.

The TIE Bomber excels at surgical placement of ordinance, picking out small targets on planetary surfaces or on enemy ships. In contrast with full-scale naval bombardment which leaves only rubble behind, the TIE Bomber can selectively destroy military targets while leaving commercial or military assets untouched. With its small size and high speed, the TIE Bomber can often slip past defense systems set up to watch for larger craft.

Name/Model#	TIE Bomber
Designer/Manufacturer:	Sienar Fleet Systems
Combat Designation:	Space Bomber
Crew:	1 pilot
Power System:	SFS I-a2b solar ionization reactor
Propulsion System:	SFS P-s4 Twin ion engines (rated at 125 KTU)
Speed Rating:	80 MGLT
Flight Control System:	SFS F-s3.2 flight avionics system
Maneuverability Rating:	75 DPF
Navigation:	SFS N-s4 Navcon computer system
Hyperdrive:	none
Weapons:	Two SFS L-s1 Laser Cannons (single or fire-linked)
	Two SFS M-s3 Concussion Missile Launchers (4 missiles each)
	Two SFS T-s5 Proton Torpedo Launchers (2 torpedoes each)
Shields/Armor:	No shields; Titanium hull with Quadanium® Steel armored Solar Panels (rated 50 RU)
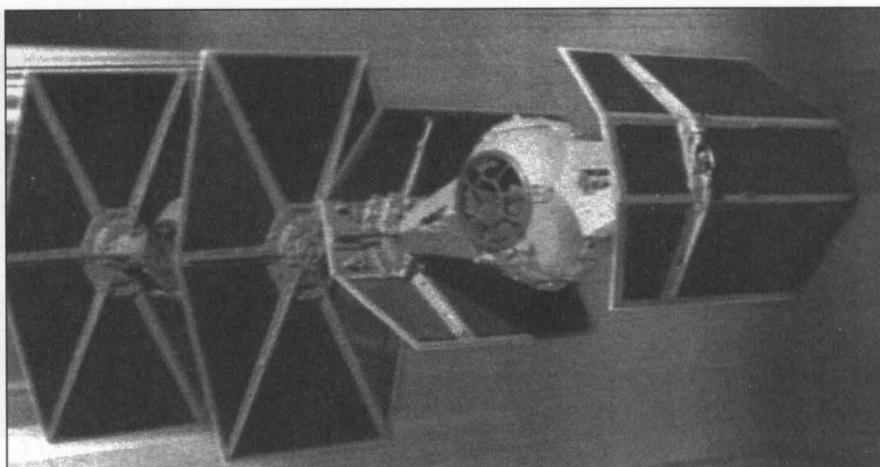
TIE ADVANCED

The most deadly fighter we have produced to date, the TIE Advanced is based on a design from Lord Vader. Equipped with fast-recharging shields and an extended Twin Ion Engine capacity, this new ship should out-speed the Rebel X-wing and will provide safety for its pilot within the shield array.

TIE Advanced are still in limited production, but they should see service in greater numbers in the months ahead.

Name/Model#	TIE/Ad
Designer/Manufacturer:	Sienar Fleet Systems
Combat Designation:	Space Superiority Fighter/Interceptor
Crew:	1 pilot
Power System:	SFS I-s3a solar ionization reactor
Propulsion System:	SFS P-sx7.4 Twin ion engines (rated at 230 KTU)
Speed Rating:	145 MGLT
Flight Control System:	SFS F-s5x flight avionics system
Maneuverability Rating:	150 DPF
Navigation:	SFS N-s6 Navcon computer system
Hyperdrive:	none
Weapons:	Two SFS L-s9.3 Laser Cannons (single or fire-linked)
Shields/Armor:	Forward/Rear projecting Novaldex Shields (rated at 100 SBD) Titanium hull with Quadanium® Steel armored Solar Panels (rated 20 RU)

IMPERIAL SHUTTLE

The Imperial Shuttle was designed for transporting very important personnel from one base to another. It can be used in both vacuum and atmospheric conditions and can carry as many as 14 passengers, although it often carries only one or two in more luxurious conditions.

The Imperial Shuttle has some hyperspace capability and carries strong shields. Some models are heavily armed, while others may be almost stripped of armament and shields.
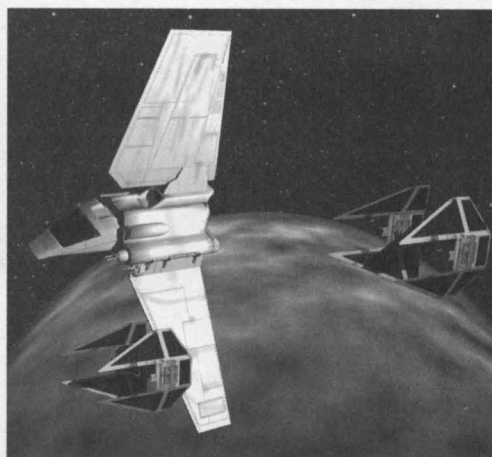
Name/Model#	Lamda Class T-4a "Imperial Shuttle"
Designer/Manufacturer:	Cygnus Spaceworks
Combat Designation:	Armed Government Transport Shuttle
Length:	20 meters
Crew:	4
Passengers:	1-14
Weapons:	10 Taim & Bak KX5 Laser Cannons (8 fwd and 2 aft)

STORMTROOPER TRANSPORT

The Stormtrooper Transport is an assault vehicle designed to take over enemy ships. With only five crewmembers, it can ferry up to 30 stormtroopers, or 10 elite Imperial Zero-G stormtroopers—highly trained assault and boarding units of the Imperial Navy.

Stormtrooper Transports feature very strong shielding, particularly in the front of the craft. It also carries a variety of weapons. Using a universal docking mechanism, it can attach itself to most ships, or it can bore its own hole in the hulls of most enemy vessels.

Name/Model#	Delta Class Dx-9
Designer/Manufacturer:	Telgorn Corporation
Combat Designation:	Assault Fighter/Gunboat
Length:	25 meters
Crew:	5
Weapons:	Eight Taim & Bak KT4 Laser Cannons
	Four AirMek SW-2 Ion Cannons
	Two Krupx MG7 Proton Torpedo Launchers (5 torpedoes each)
Shields/Armor:	Forward/Rear Projecting Novaldex Shields (rated at 125 SBD)
	Quadanium® Steel armored titanium hull (rated at 80 RU)
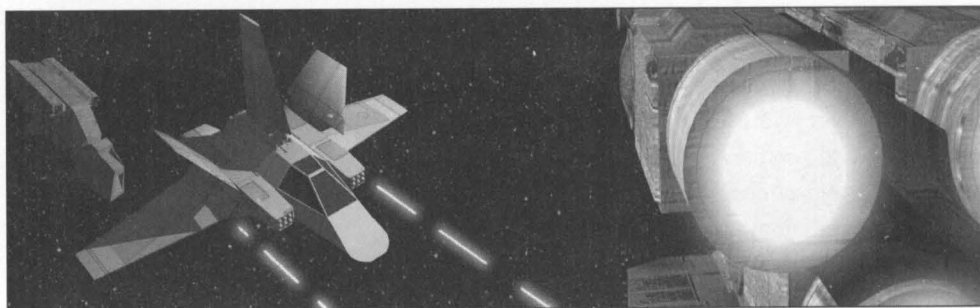
ASSAULT GUNBOAT

The Imperial Navy's newest spacecraft is the Cygnus Alpha Class Xg-1. After developing the beautiful Imperial Shuttle, Cygnus was awarded the contract to develop an assault vehicle, and the Xg-1 is the result. Due to its unique five-wing design, the Xg-1 is commonly known as the Star Wing. Equally at home in vacuum or atmosphere, the unique wing design can adjust to conditions, thanks in part to a revolutionary computer system from Miradyne.

The Star Wing is designed for offensive strike missions against enemy convoys and fleet craft. Its fire power and heavy shielding make it ideal for escort roles as well, and as an assault vehicle in combination with the Stormtrooper Transport, it is unmatched.

Name/Model#	Alpha Class Xg-1 Star Wing
Designer/Manufacturer:	Cygnus Spaceworks
Combat Designation:	Assault Fighter/Gunboat
Crew:	1 pilot
Power System:	Iotek 9j ion power cells and ionization reactor
Propulsion Engines:	Cygnus 4K7 Dual Line ion engines (rated at 300 KTU)
Speed Rating:	90 MGLT
Flight Control System:	Miradyne RCS-6 flight avionics system
Maneuverability Rating:	90 DPF
Navigation:	SFS N-s8.6 Navcon computer system
Weapons:	Two Taim & Bak KX5 Laser Cannons (single fire or fire-linked)
	Two Borstel NK-3 Ion Cannons (single fire or fire-linked)
	Two SFS M-s-3 Concussion Missile Launchers (8 missiles each)
Shields/Armor:	Forward/Rear Projecting Novaldex Shields (rated at 100 SBD)
	Quadanium® Steel armored titanium hull (rated at 50 RU)

INTERDICTOR CRUISER

Our esteemed engineers have come up with yet anothert way to dedeat the Rebel Alliance fools who boast of the hyperspace capabilities of their starfighters. With the development of the gravity well projector, we were just single step away from creating a new weapon in the fight against the rabble.
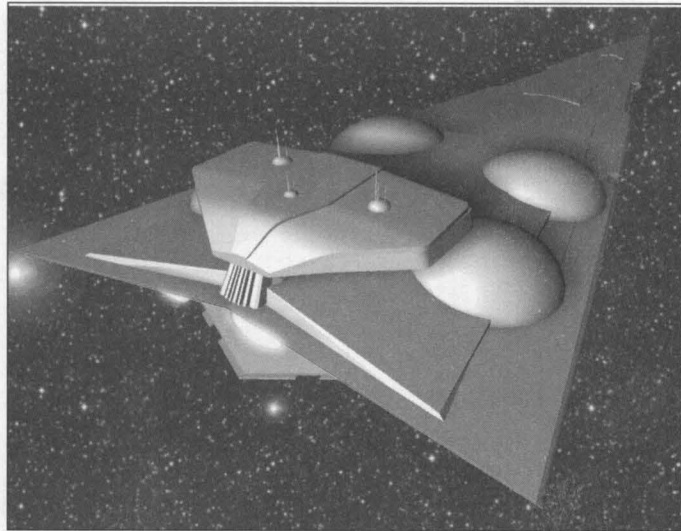
Using the gravity well technology, Sienar Fleet Systems had created the Interdictor Cruiser whose primary purpose is to set up an artificial gravity well in battle zones and high security areas. The gravity well serves two purposes.

First, it appears as a large gravitational body to any hyperdrive system. This prevents a ship from jumping into the vicinity of the gravity well. The Interdictor Cruiser is designed to be placed near engagement areas or areas of potential conflict. It will stay outside the battle zones and set up the gravity well as required by circumstances.

Second, any ships already in hyperspace that pass within the gravity well's field will be drawn immediately into realspace. Thus, the Interdictor Cruiser can help set up ambush zones by locating in known hyperspace corridors, forcing Rebel craft to reenter realspace where our battle fleets can destroy them.

Name/Model#	Interdictor Im-418
Designer/Manufacturer:	Sienar Fleet Systems
Combat Designation:	Heavy Cruiser/Immobilizer
Length:	600 meters
Crew:	2,807 (427 officers, 2,380 enlisted)
Weapons:	20 Taim & Bak GX-7 Laser Cannons (computer assisted firing)
	Four SFS G7-x Gravity Well Projectors
Starfighter Squadrons:	1 TIE Fighter squadron
	1 TIE Interceptor squadron
Other Onboard Craft:	1 Lambda Class Imperial Shuttle
	3 Stormtrooper Transports
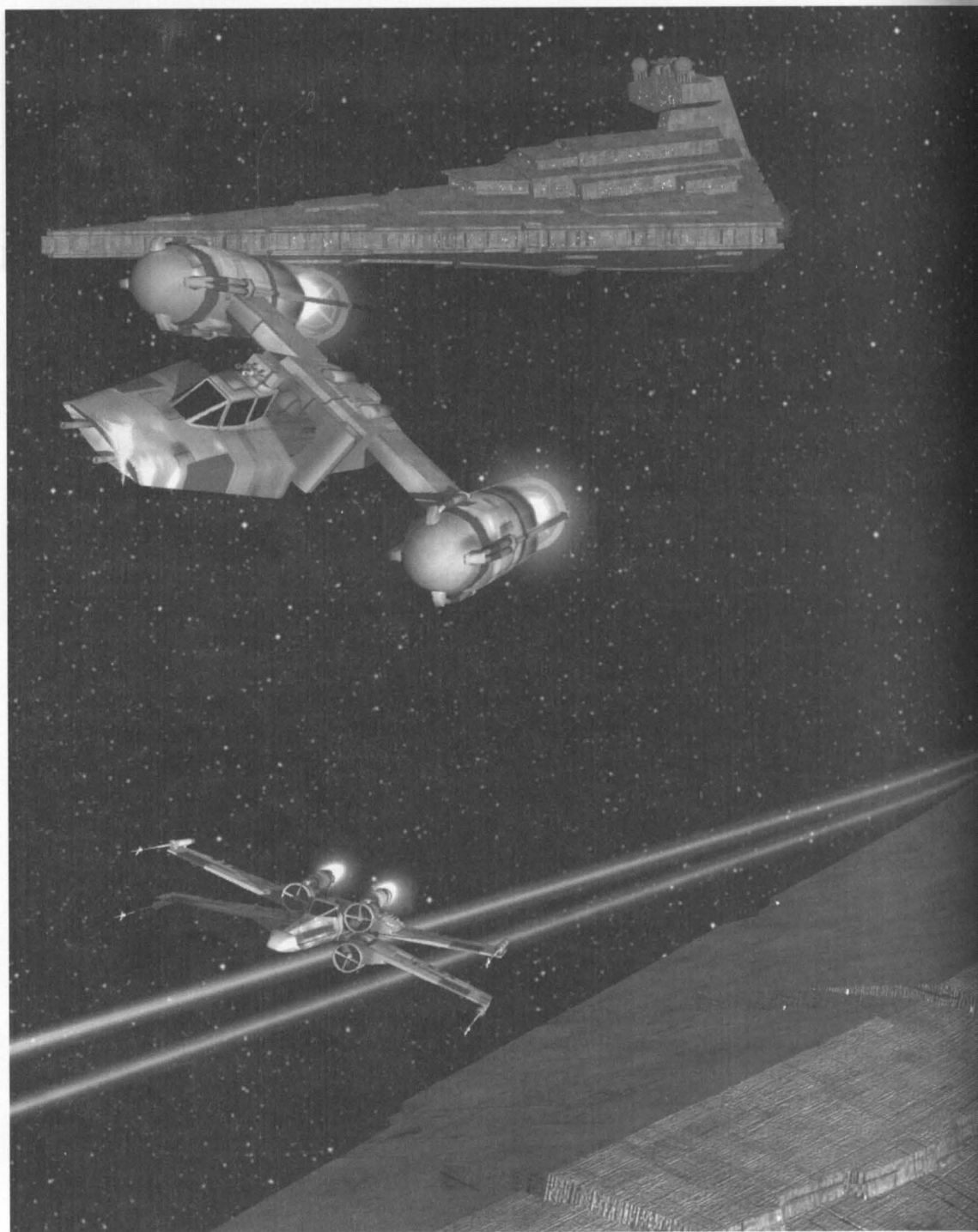
Imperial Class Star Destroyer
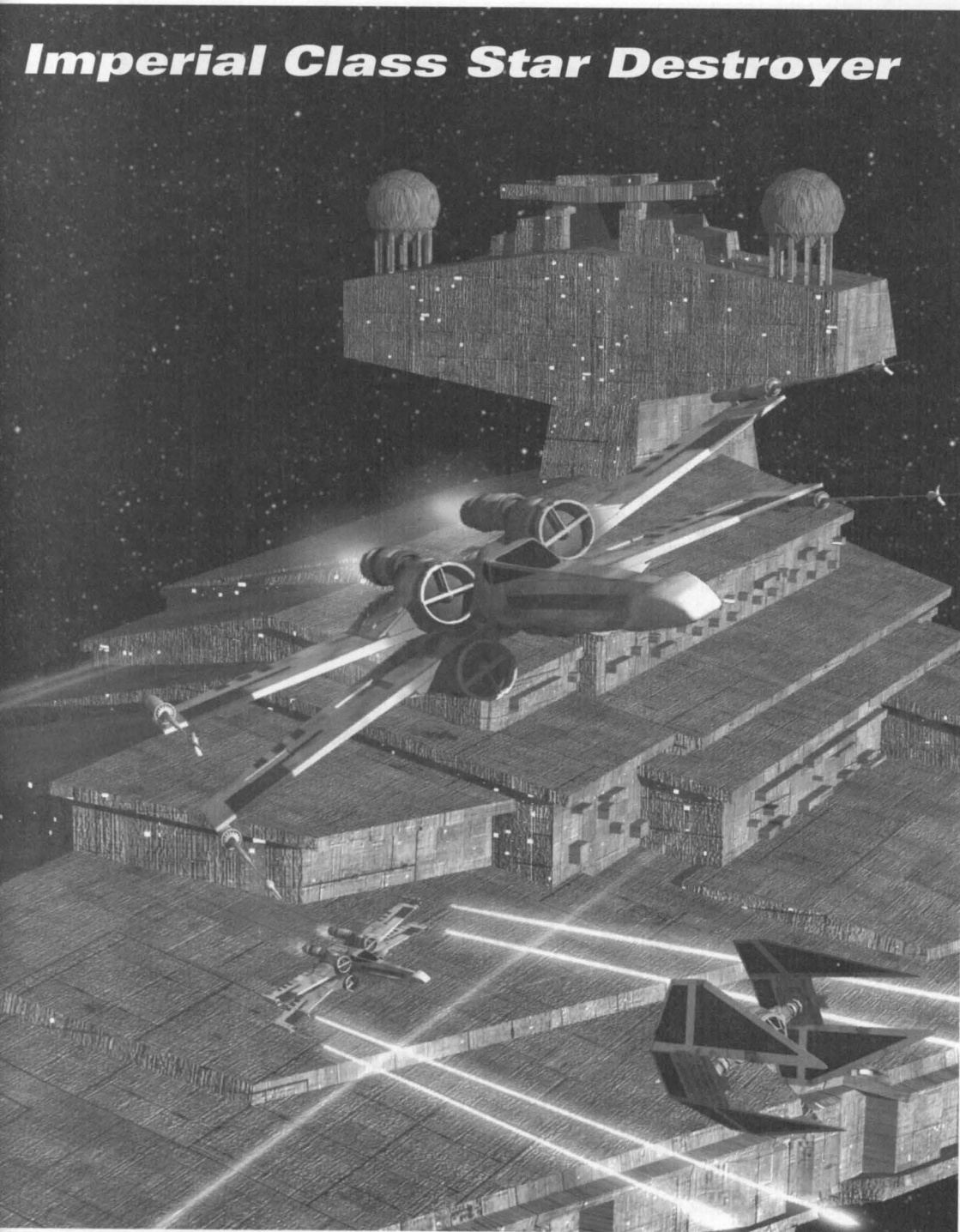
IMPERIAL CLASS STAR DESTROYER

We look back to the various budgetary arguments with a certain sense of amusement. We remember when the bureaucrats of the former government fought so hard against the Imperial Class project. Their arguments about costs and feasibility studies and the like ring hollow in the face of the reality of a single Star Destroyer.

The Star Destroyer is an awesome achievement. Capable of reducing whole civilizations to ruin, it carries a full complement of AT-AT and AT-ST walkers along with assault craft, a full Storm Trooper division, and many squadrons of TIE fighters. Its 60 Turbolaser and 60 Ion Cannon batteries make it the most formidable weapons platform currently operating in galactic space.

Imperial Class Star Destroyers are expensive to produce, but their value in maintaining order and control throughout the inhabited worlds is immense. Their planetary assault capabilities are sufficient to subdue most underdeveloped worlds without additional support. Larger, more advanced civilizations may require several Star Destroyers working together. And in open space, nothing can truly challenge the Star Destroyer, though the ugly Calamarian monstrosity, the MC80, can cause trouble for a Star Destroyer, and two such ships could perhaps defeat it.

Name/Model#	Imperial-1 Class
Designer/Manufacturer:	KDY
Combat Designation:	Capital Starship
Length:	1600 meters
Crew:	37,085 (4,520 officers; 32,565 enlisted)
Power System:	SFS I-a2b solar ionization reactor
Weapons:	60 Taim & Bak XX-9 Heavy Turbolasers (computer assisted targeting)
	60 Borstel NK-7 Ion Cannons (computer assisted targeting)
	10 Phylon Q7 Tractor Beam Projectors
Starfighter Squadrons:	Three TIE Starfighter squadrons
	Two TIE Interceptor squadrons
	One TIE Bomber squadron
Planetary Assault Troops:	Full Standard Stormtrooper division
	12 Landing Barges
	20 AT-AT Walkers
	30 AT-ST Walkers
Other Onboard Craft:	Eight Lambda Class Imperial Shuttles
	15 Stormtrooper Transports
	5 Assault Gunboats
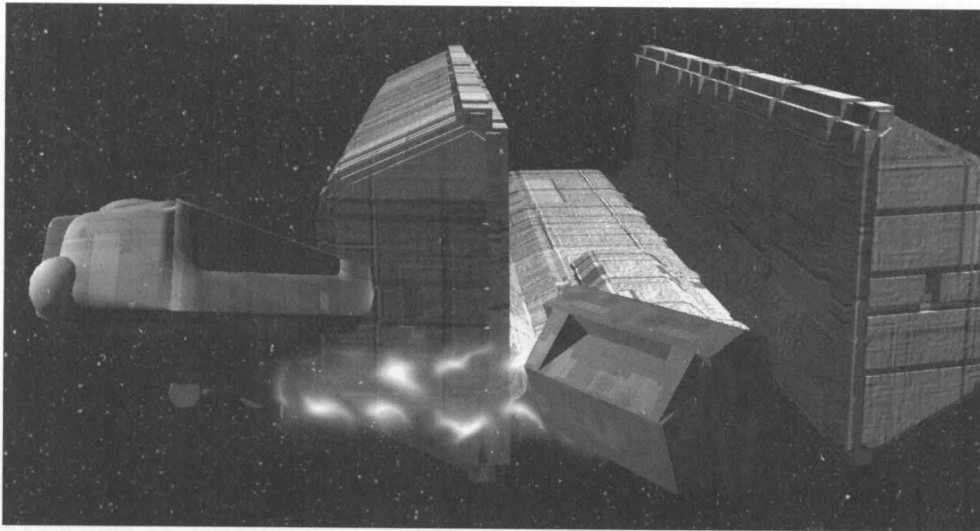
BULK FREIGHTER

Bulk Freighters are the mainstay of galactic commerce. These huge spacecraft contain powerful, but slow, hyperspace and sublight engines (although many captains have refitted their engines for greater speed). A cargo vehicle of this size and capacity is simply not expected to outclass other vehicles, particularly not those of the Imperial Navy.

Bulk Freighters are tough, reliable spacecraft. Though they generally lack luxury and a lot of state-of-the-art components and weapons, they serve their purpose well, and often travel in convoys with more military ships to protect their cargo.

SPACE TUG

Space Tugs are small utility vehicles whose sole task is to move Space Containers from one location to another. Though small, Space Tugs contain very powerful (but slow) engines and tractor beams. We have found no military uses for Space Tugs, but they are obviously critical to the continued movement of materiel throughout the Empire.

SPACE CONTAINER

Space Containers are the basic modules of galactic commerce. These huge containers are packed with important goods and then loaded onto Bulk Freighters for transport to other systems. Space Containers are simple boxes, durable and rugged, and have no engines or other significant systems, other than those designed for special storage conditions.

Appendix D
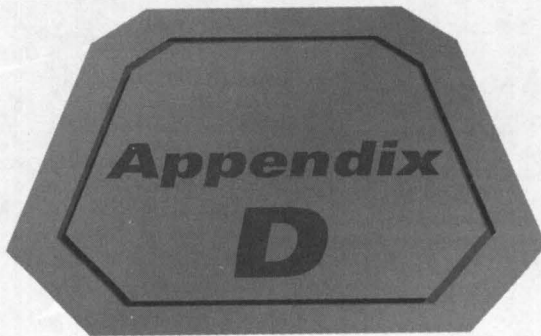
Mission Statistics Tables

HOW TO READ FLIGHT GROUPS:

#1 1 X-W Red 1 [1]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** No	**Win:** 0
	Orders: Attack All	**Form:** Vic	**AI:** Novice	**Val:** 5

#1 1 X-W Red 1 [1]

First is the Flight Group #. This affects the order in which targets appear on the CMD. An asterisk indicates that the player is in this group. Next is the number of craft, type of craft and name. A bracketed number indicates the player's position in the group.

Start: Always, 0, No

The starting conditions are circumstance, time delay, and the number of the FG the circumstance depends on (if any).

Waves: 0

Next is the number of waves. Waves are created when the last ship of the current wave is destroyed, returns to its mother ship or hyperspaces away.

Mother: 0

Next is the mother ship's FG#. (0 means none.)

Win Condition Variables

0: Ignore this flight group	**9: At least 50% of craft destroyed**
1: All craft destroyed	**10: At least 50% of craft survived**
2: All craft survived	**11: At least 50% of craft captured**
3: All craft captured	**12: At least 50% of craft docked**
4: All craft docked	**13: All craft identified**
5: Special craft destroyed	**14: Special craft identified**
6: Special craft survived	**15: At least 50% of craft identified**
7: Special craft captured	**16: Flight group created**
8: Special craft docked	

- "Special" craft is one ship in the flight group. A second number will indicate position within the flight group. Eg. 8-4 would indicate the 4th ship in this flight group must be docked with.
- When a flight group appears in waves, the win condition applies across all waves.
- "Survival" usually means the craft has to make it into hyperspace.

Win: 0

Win is the win condition variable. (See accompanying chart.)

Orders: Attack All

Orders are the flight group's activity. For orders followed by a P # and S #, (Primary & Secondary), these numbers refer to priority FGs. Note that the specific orders are meaningless if the player's FG has only one craft (his).

Form: Vic

Form is the FG's formation.

AI: Novice

AI is the skill level of the nonplayer craft. These range from Novice to Officer to Veteran to Ace to Top Ace.

Val: 5

Val times ten is the percentage of top speed the FG starts at, eg. 4 means the FG is set at 40% if its top speed. (Zero is 100%.)

In the case of FGs with escort orders this number sets the escort's position relative to the FG being escorted. The escorts will match speed with the FG they are escorting.

Starship Orders

Stationary: Flight group does nothing.

Go Home: Flight group goes to hyperspace jump point or to mother ship. If unable to jump (no hyperdrive), and/or mother ship not present, flight group will circle last waypoint.

Circle & Ignore: Flight group circles through waypoints and ignores enemy actions.

Fly Once & Ignore: Flight group flies once through waypoints and ignores enemy actions. Will then hyperspace away if able.

Circle & Evade: Flight group circles through waypoints and evades enemy attacks.

Fly Once & Evade: Flight group flies once through waypoints and evades enemy attacks. Will then hyperspace away if able.

Close Escort: Flight group will maintain escort position for designated flight group(s) until enemy craft come within 1 km. Enemy craft approaching withing 1 km will be intercepted.

Loose Escort: Flight group will maintain escort position for designated flight group(s) until enemy craft come within 4 km. Enemy craft approaching withing 4 km will be intercepted.

Attack Escorters: Attack flight groups with "escort" orders.

Attack Pri & Sec: Attack designated primary and secondary flight groups.

Rendezvous: Fly to waypoint and wait to be boarded.

Disabled: Flight group does nothing and is disabled.

Board & Deliver: Flight group will dock with designated flight group to deliver cargo.

Board & Take: Flight group will dock with designated flight group to take cargo/passengers.

Board & Exchange: Flight group will dock with designated flight group to exchange cargo.

Board & Capture: Flight group will dock with designated flight group and capture ships.

Board & Destroy: Flight group will dock with designated flight group to destroy ships.

Disable Pri & Sec: Disable designated primary and secondary flight groups.

Disable All: Disable any enemy craft.

Attack Transports: Attack Transports.

Attack Freighters: Attack Freighters. Corvettes are considered Freighters for this purpose.

Attack Starships: Attack Starships.

Attack Sat & Mines: Attack satellites and mines.

Disable Freighters: Disable Freighters. Corvettes are considered Freighters for this purpose.

Disable Starships: Disable Starships.

Starship Sit & Fire: Starship remains stationary while firing (if targets are available.)

Starship Fly Once: Starship flies once through waypoints while firing (if there are targets).

Starship Circle: Starship circles through waypoints while firing (if there are targets).

Starship Wait Return: Starship remains stationary while waiting for all ships (and waves) of all flight groups that have this ship designated as the mothership.

Starship Wait Create: Starship remains stationary until all ships (and waves) of all designated flight groups have been created.

Starship Wait Board: Starship remains stationary until all ships (and waves) of all designated flight groups have boarded this ship.

In the case of FGs with boarding orders val is the number of minutes the boarding will take.

Ship Abbreviations

X-W = X-wing   **SHU** = Shuttle
Y-W = Y-wing   **TRN** = Transport
A-W = A-wing   **CON** = Container
T/F = TIE Fighter   **FRT** = Freighter
T/I = TIE Interceptor   **CRV** = Corvette
T/B = TIE Bomber   **FRG** = Nebulon B Frigate
T/A = TIE Advanced (Vader type)   **CRS** = Calamarian Cruiser
GUN = Assault Gunboat   **STD** = Star Destroyer

Also, note that certain objects (satellites, mines, asteroids and planets) are not really flight groups but are listed here for completeness.

Historical Missions

X-wing Mission 1: Dev's Sidestep

#1	1 X-W Red 1 [1]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 5
#2	1 T/F Alpha	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Echelon Right	**Mother:** 0 **AI:**Novice	**Win:** 1 **Val:** 0
#3	1 T/F Beta	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Echelon Left	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 0
#4	3 T/F Gamma	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Echelon Right	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 0
#5	3 T/I Delta	**Start:** Always, 0, No **Orders:** Circle & Ignore	**Waves:** 0 **Form:** Line Astern	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 6
#6	2 T/F Zeta	**Start:** Destroy, 0, 8 **Orders:** Attack P 1	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 6
#7	3 TRN Omega	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Diamond	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 0
#8	2 CON Phi	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 0
#9	1 FRT Rouh	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 0

#10 2 T/B Theta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	Orders: Circle & Evade	**Form:** Vic	**AI:** Novice	**Val:** 7
#11 2 T/I Eta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
	Orders: Circle & Ignore	**Form:** Line Astern	**AI:** Novice	**Val:** 3
#12 2 T/B Kappa	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
	Orders: Circle & Evade	**Form:** Echelon Left	**AI:** Novice	**Val:** 4
#13 2 T/B Lambda	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
	Orders: Circle & Evade	**Form:** Line Astern	**AI:** Novice	**Val:** 5

X-wing Mission 2: Wingmen Are Important

*#1 1 X-W Red [2]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	Orders: Attack P 2 & S 3	**Form:** Vic	**AI:** Veteran	**Val:** 9
#2 2 T/F Alpha	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
	Orders: Attack All	**Form:** Vic	**AI:** Veteran	**Val:** 8
#3 2 T/F Beta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
	Orders: Attack All	**Form:** Vic	**AI:** Veteran	**Val:** 6
#4 2 T/F Gamma	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
	Orders: Attack All	**Form:** Vic	**AI:** Veteran	**Val:** 5
#5 1 Planet 3	(Tatooine)			

X-wing Mission 3: Satellites Near Coruscant

*#1 1 X-W Red [1]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	Orders: Stationary	**Form:** Vic	**AI:** Novice	**Val:** 2
#2–5	2 by 2 array of Mine 1			
#6–10	1 Comm Sat			
#11 1 FRG Sentinel	**Start:** Always, 4, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	Orders: Starship Circle	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#12 1 Planet 7 (Coruscant)				
#13 2 TRN Epsilon	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
	Orders: Fly Once & Evade	**Form:** Vic	**AI:** Top Ace	**Val:** 2

X-wing Mission 4: Beat The Odds

*#1 3 X-W Red [2]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	Orders: Attack All	**Form:** Vic	**AI:** Officer	**Val:** 9
#2 3 T/F Alpha	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
	Orders: Attack All	**Form:** Vic	**AI:** Novice	**Val:** 8
#3 3 T/F Beta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
	Orders: Attack All	**Form:** Vic	**AI:** Officer	**Val:** 7

#4	3 T/F Gamma	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
		Orders: Attack All	**Form:** Vic	**AI:** Veteran	**Val:** 7

#5 1 Planet 7 (Circarpous IV)

X-wing Mission 5: Rescue At Mon Calamari

*#1	2 X-W Red [2]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack All	**Form:** Vic	**AI:** Veteran	**Val:** 9
#2	2 Y-W Gold	**Start:** Always, 0:24, No	**Waves:** 0	**Mother:** 0	**Win:** 2
		Orders: Disable P 8 & S 9	**Form:** Vic	**AI:** Ace	**Val:** 9
#3	2 T/F Alpha	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 14	**Win:** 0
		Orders: Close Escort P 8 & S 6	**Form:** Echelon Right	**AI:** Veteran	**Val:** 5
#4	2 T/F Beta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 14	**Win:** 0
		Orders: Attack All P 2 & S 1	**Form:** Vic	**AI:** Ace	**Val:** 0
#5	2 T/F Gamma	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 14	**Win:** 0
		Orders: Close Escort P 9 & S 7	**Form:** Echelon Left	**AI:** Officer	**Val:** 1
#6	2 CON Xi	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 8-1
		Orders: Stationary	**Form:** Line Abreast	**AI:** Novice	**Val:** 0
#7	2 CON Psi	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
		Orders: Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#8	1 FRT Wiggins	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 4
		Orders: Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#9	1 FRT Betar	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
		Orders: Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#10	1 TUG T-87	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Circle & Evade	**Form:** Vic	**AI:** Novice	**Val:** 9
#11	1 TUG T-85	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Circle & Evade	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#12	1 FRT Citadel 2	**Start:** ID, 0:30, 8	**Waves:** 0	**Mother:** 0	**Win:** 2
		Orders: Board & Take P 8	**Form:** Vic	**AI:** Top Ace	**Val:** 6
#13	1 FRT Citadel 1	**Start:** ID, 0:30, 6	**Waves:** 0	**Mother:** 0	**Win:** 2
		Orders: Board & Take P 6	**Form:** Vic	**AI:** Top Ace	**Val:** 6
#14	1 STD Warrior	**Start:** Attack, 2:54, 8	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Starship Sit & Fire	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#15	3 T/B Theta	**Start:** Attack, 3:12, 8	**Waves:** 5	**Mother:** 14	**Win:** 0
		Orders: Attack FRTs Pri 6 & Sec 8	**Form:** Diamond	**AI:** Officer	**Val:** 9
#16	3 T/F Delta	**Start:** Attack, 3:06, 8	**Waves:** 5	**Mother:** 14	**Win:** 0
		Orders: Attack FRTs Pri 8 & Sec 6	**Form:** Diamond	**AI:** Veteran	**Val:** 9

#17 1 Planet 9 (Mon Calamari)

X-wing Mission 6: Farlander's First Mission

*#1	2 X-W Red [2]	**Start:** Always, 0, No **Orders:** Close Escort P 13 & S 11	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 2
#2	1 X-W Red 3	**Start:** Always, 0:06, No **Orders:** Close Escort P 13 & S 12	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 0
#3	1 X-W Red 4	**Start:** Always, 0:12, No **Orders:** Close Escort P 13 & S 12	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 9
#4	4 X-W Blue	**Start:** Always, 0:12, No **Orders:** Attack All P 8 & S 7	**Waves:** 0 **Form:** Vic	**Mother:** 5 **AI:** Novice	**Win:** 0 **Val:** 9
#5	1 FRG Liberator	**Start:** Always, 0, No **Orders:** Starship Sit & Fire	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 0
#6	1 CRV Talon	**Start:** Always, 0, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 4 **Val:** 4
#7	4 T/F Alpha	**Start:** Always, 0, No **Orders:** Attack Starships P 5	**Waves:** 0 **Form:** Diamond	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#8	4 T/B Beta	**Start:** Always, 0, No **Orders:** Attack All P 5 & S 4	**Waves:** 0 **Form:** Diamond	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#9	2 T/F Gamma	**Start:** Always, 0, No **Orders:** Close Escort P 6	**Waves:** 0 **Form:** Vic	**Mother:** 6 **AI:** Top Ace	**Win:** 1 **Val:** 4
#10	2 T/F Delta	**Start:** Always, 0, No **Orders:** Loose Escort P 6	**Waves:** 0 **Form:** Vic	**Mother:** 6 **AI:** Top Ace	**Win:** 1 **Val:** 6
#11	1 Y-W Gold 1	**Start:** Always, 0, No **Orders:** Disable FRTs P 6	**Waves:** 0 **Form:** Echelon Right	**Mother:** 5 **AI:** Ace	**Win:** 0 **Val:** 9
#12	1 Y-W Gold 2	**Start:** Always, 0:06, No **Orders:** Disable FRTs P 6	**Waves:** 0 **Form:** Vic	**Mother:** 5 **AI:** Ace	**Win:** 0 **Val:** 9
#13	1 TRN Storm Unit	**Start:** Disable, 1, 6 **Orders:** Board & Take Pri 6	**Waves:** 0 **Form:** Vic	**Mother:** 5 **AI:** Top Ace	**Win:** 2 **Val:** 4
#14	1 Planet 4 (Turkana)				

Y-wing Mission 1: Commerce Raid

*#1	2 Y-W Red [2]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 8
#2	1 Planet 8 (Bonadan)				
#3	1 SHU Krayt	**Start:** Always, 2:54, No **Orders:** Fly Once & Evade	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 4
#4	1 TUG T-54	**Start:** Always, 0, No **Orders:** Circle & Evade	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Officer	**Win:** 0 **Val:** 0
#5	1 TUG T-55	**Start:** Always, 0, No **Orders:** Board & Deliver P 8	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Officer	**Win:** 0 **Val:** 9

#6	2 CON Lambda	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 9
		Orders: Stationary	**Form:** Line Astern	**AI:** Novice	**Val:** 0
#7	1 CON Lambda 3	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
		Orders: Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#8	2 CON Kappa	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 9
		Orders: Stationary	**Form:** Line Abreast	**AI:** Novice	**Val:** 0
#9	2 CON Iota	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 9
		Orders: Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#10	1 FRT Banthar	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
		Orders: Board & Take P 9 & S 8	**Form:** Vic	**AI:** Veteran	**Val:** 5
#11	1 FRT Deddite	**Start:** Always, 1:42, No	**Waves:** 0	**Mother:** 0	**Win:** 1
		Orders: Board & Take P 6 & S 7	**Form:** Vic	**AI:** Veteran	**Val:** 5
#12	1 FRT Birkby	**Start:** Always, 3:42, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Board & Take P 7 & S 6	**Form:** Vic	**AI:** Officer	**Val:** 5
#13	1 FRG Enforcer	**Start:** Destroy, 3:36, 10	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Starship Circle	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#14	3 T/F Alpha	**Start:** Destroy, 3:48, 10	**Waves:** 1	**Mother:** 13	**Win:** 0
		Orders: Attack All P 1	**Form:** Vic	**AI:** Officer	**Val:** 9
#15	3 T/F Beta	**Start:** Destroy, 4, 10	**Waves:** 1	**Mother:** 13	**Win:** 0
		Orders: Attack All P 1	**Form:** Vic	**AI:** Officer	**Val:** 9

Y-wing Mission 2: Y-wing Gunnery Practice

*#1	1 Y-W Red 2 [1]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack All	**Form:** Vic	**AI:** Novice	**Val:** 8
#2	2 T/F Alpha	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
		Orders: Stationary	**Form:** Line Abreast	**AI:** Novice	**Val:** 0
#3	2 T/B Beta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
		Orders: Stationary	**Form:** Line Abreast	**AI:** Novice	**Val:** 0
#4	2 T/F Gamma	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
		Orders: Stationary	**Form:** Line Abreast	**AI:** Novice	**Val:** 0
#5	2 T/B Delta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 12	**Win:** 1
		Orders: Board & Deliver P 12	**Form:** Line Abreast	**AI:** Officer	**Val:** 2
#6	2 T/F Zeta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 12	**Win:** 1
		Orders: Board & Deliver P 12	**Form:** Line Abreast	**AI:** Officer	**Val:** 2
#7	2 T/B Eta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 12	**Win:** 1
		Orders: Board & Deliver P 12	**Form:** Line Abreast	**AI:** Officer	**Val:** 2
#8	2 T/F Theta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
		Orders: Circle & Evade	**Form:** Echelon Left	**AI:** Veteran	**Val:** 4
#9	2 T/I Iota	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
		Orders: Circle & Evade	**Form:** Echelon Left	**AI:** Veteran	**Val:** 4

#10	1 CON Phi 1	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 0	
#11	1 CON Phi 2	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 0	
#12	1 FRT Bofor	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Officer	**Win:** 0 **Val:** 0	
#13	1 FRG Red Wind	**Start:** Always, 12, No **Orders:** Starship Circle	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 0	
#14	3 T/I Alpha	**Start:** Always, 13, No **Orders:** Attack All P 1	**Waves:** 1 **Form:** Vic	**Mother:** 13 **AI:** Top Ace	**Win:** 0 **Val:** 9	
#15	3 T/B Beta	**Start:** Always, 14, No **Orders:** Attack All P 1	**Waves:** 1 **Form:** Vic	**Mother:** 13 **AI:** Top Ace	**Win:** 0 **Val:** 9	
#16	1 Planet 6					

Y-wing Mission 3: S.O.S From Corvette Karinne

*#1	2 Y-W Red [2]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Echelon Right	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 9
#2	3 T/B Alpha	**Start:** Always, 0, No **Orders:** Attack Starships P 5	**Waves:** 0 **Form:** Finger Four	**Mother:** 6 **AI:** Officer	**Win:** 1 **Val:** 6
#3	3 T/B Beta	**Start:** Always, 0, No **Orders:** Attack Starships P 1 & S 5	**Waves:** 0 **Form:** Finger Four	**Mother:** 6 **AI:** Officer	**Win:** 1 **Val:** 6
#4	3 T/B Gamma	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 6 **AI:** Novice	**Win:** 1 **Val:** 5
#5	1 CRV Karinne	**Start:** Always, 0, No **Orders:** Fly Once & Evade	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 2 **Val:** 0
#6	1 STD Avenger	**Start:** Always, 0, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 2
#7	1 Planet 7 (Twi'lek)				

Y-wing Mission 4: Prisoners From Kessel

*#1	3 Y-W Red [2]	**Start:** Always, 0, No **Orders:** Disable All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** **Val:** 9
#2	1 SHU 224	**Start:** Always, 0, No **Orders:** Go Home	**Waves:** 0 **Form:** Vic	**Mother:** 15 **AI:** Top Ace	**Win:** 4 **Val:** 3
#3	1 SHU 227	**Start:** Always, 0, No **Orders:** Go Home	**Waves:** 0 **Form:** Vic	**Mother:** 15 **AI:** Top Ace	**Win:** 4 **Val:** 3
#4	1 SHU 249	**Start:** Always, 0, No **Orders:** Go Home	**Waves:** 0 **Form:** Vic	**Mother:** 15 **AI:** Top Ace	**Win:** 4 **Val:** 3

#5	1 SHU 247	**Start:** Always, 0, No **Orders:** Go Home	**Waves:** 0 **Form:** Vic	**Mother:** 15 **AI:** Top Ace	**Win:** 4 **Val:** 3
#6	1 SHU 213	**Start:** Always, 0, No **Orders:** Go Home	**Waves:** 0 **Form:** Vic	**Mother:** 15 **AI:** Top Ace	**Win:** 4 **Val:** 3
#7	1 T/F Alpha 1	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 15 **AI:** Ace	**Win:** 0 **Val:** 4
#8	1 SHU Rescue 1	**Start:** Always, 3, No **Orders:** Board & Take P 4	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 1
#9	1 SHU Rescue 2	**Start:** Always, 3, No **Orders:** Board & Take P 3	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 1
#10	1 SHU Rescue 3	**Start:** Always, 3, No **Orders:** Board & Take P 5	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 1
#11	1 SHU Rescue 4	**Start:** Always, 3, No **Orders:** Board & Take P 2	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 1
#12	1 SHU Rescue 5	**Start:** Always, 3, No **Orders:** Board & Take P 6	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 1
#13	3 T/I Beta	**Start:** Always, 1, No **Orders:** Attack All	**Waves:** 2 **Form:** Vic	**Mother:** 15 **AI:** Veteran	**Win:** 0 **Val:** 7
#14	1 T/F Alpha 2	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 15 **AI:** Ace	**Win:** 0 **Val:** 9
#15	1 STD Tiger	**Start:** Always, 0, No **Orders:** Starship Wait Return	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 0
#16	1 Planet 5 (Kessel)				

Y-wing Mission 5: Escape From Mytus VII

*#1	1 Y-W Red [1]	**Start:** Always, 0, No **Orders:** Disable FRTs P 8 & S 9	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#2	1 FRT Hampton	**Start:** Always, 0, No **Orders:** Disabled	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 4 **Val:** 5
#3	1 TRN Omicron 1	**Start:** Always, 0, No **Orders:** Board & Exchange P 2	**Waves:** 0 **Form:** Vic	**Mother:** 10 **AI:** Top Ace	**Win:** 1 **Val:** 3
#4	1 TRN Omicron 2	**Start:** Attack, 4, 3 **Orders:** Disable All P 11	**Waves:** 1 **Form:** Vic	**Mother:** 10 **AI:** Top Ace	**Win:** 1 **Val:** 9
#5	1 TRN Omicron 3	**Start:** Attack, 4, 3 **Orders:** Board & Capture P 11	**Waves:** 0 **Form:** Vic	**Mother:** 10 **AI:** Top Ace	**Win:** 1 **Val:** 2
#6	2 T/F Alpha	**Start:** Always, 0, No **Orders:** Close Escort P 3	**Waves:** 0 **Form:** Line Abreast	**Mother:** 10 **AI:** Top Ace	**Win:** 0 **Val:** 9
#7	2 T/F Beta	**Start:** Always, 0, No **Orders:** Close Escort P 3	**Waves:** 0 **Form:** Vic	**Mother:** 10 **AI:** Veteran	**Win:** 0 **Val:** 2

#8	3 T/F Gamma	**Start:** Attack, 5, 3 **Orders:** Attack All P 11	**Waves:** 1 **Form:** Vic	**Mother:** 10 **AI:** Veteran	**Win:** 0 **Val:** 7
#9	3 T/F Delta	**Start:** Attack, 3, 3 **Orders:** Attack All P 11	**Waves:** 1 **Form:** Vic	**Mother:** 10 **AI:** Officer	**Win:** 0 **Val:** 8
#10	1 FRG Furious	**Start:** Attack, 2, 3 **Orders:** Starship Circle P 11	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 9
#11	1 SHU Mercy	**Start:** Always, 0, No **Orders:** Board & Take P 2	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 3
#12	1 Y-W Red 2	**Start:** Always, 0, No **Orders:** Attack All P 9 & S 8	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9

#13 1 Planet 3 (Star's End)

Y-wing Mission 6: Interception And Capture

*#1	1 Y-W Red 3 [1]	**Start:** Always, 0, No **Orders:** Disable P 4	**Waves:** 0 **Form:** Echelon Right	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 9
#2	2 Y-W Red	**Start:** Always, 0, No **Orders:** Attack Escorters	**Waves:** 0 **Form:** Finger Four	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 9
#3	2 Y-W Blue	**Start:** Create, 0, 8 **Orders:** Close Escort P 8	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 9
#4	5 SHU Epsilon	**Start:** Always, 0, No **Orders:** Go Home	**Waves:** 0 **Form:** Diamond	**Mother:** 7 **AI:** Veteran	**Win:** 8 **Val:** 3
#5	3 T/F Alpha	**Start:** Always, 0, No **Orders:** Close Escort P 4	**Waves:** 0 **Form:** Line Abreast	**Mother:** 7 **AI:** Officer	**Win:** 0 **Val:** 1

#6 1 Planet 2 (Mon Calamari)

#7	1 FRG Vehemence	**Start:** Always, 0, No **Orders:** Starship Wait Return	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#8	1 SHU Hasti	**Start:** ID, 0:30, 4 **Orders:** Board & Take P 4	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 1
#9	3 T/F Beta	**Start:** Always, 0, No **Orders:** Loose Escort P 4	**Waves:** 1 **Form:** Line Abreast	**Mother:** 7 **AI:** Novice	**Win:** 0 **Val:** 9
#10	3 T/F Gamma	**Start:** Always, 2:24, No **Orders:** Attack All P 2 & S 1	**Waves:** 2 **Form:** Vic	**Mother:** 7 **AI:** Veteran	**Win:** 0 **Val:** 9
#11	3 T/F Gamma	**Start:** Always, 2:24, No **Orders:** Attack All P 8	**Waves:** 2 **Form:** Vic	**Mother:** 7 **AI:** Officer	**Win:** 0 **Val:** 9

A-wing Mission 1: Repair Depot Raid

*#1	1 A-W Red Leader [1]	**Start:** Always, 0, No * **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Novice	**Win:** 0 **Val:** 9

#	Craft	Start / Orders	Waves / Form	Mother / AI	Win / Val
#2	4 TRN Omega	**Start:** Always, 0, No **Orders:** Disabled	**Waves:** 0 **Form:** Line Abreast	**Mother:** No **AI:** Novice	**Win:** 1 **Val:** 0
#3	3 SHU Kappa	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Line Abreast	**Mother:** No **AI:** Novice	**Win:** 1 **Val:** 0
#4	1 TUG T-34	**Start:** Always, 0, No **Orders:** Circle & Ignore	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Officer	**Win:** 0 **Val:** 0
#5	1 TUG T-35	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Novice	**Win:** 1 **Val:** 0
#6	1 FRT Repair Dock	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Line Abreast	**Mother:** No **AI:** Veteran	**Win:** 1 **Val:** 0
#7	1 FRT Repair Dock	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Line Abreast	**Mother:** No **AI:** Novice	**Win:** 1 **Val:** 9
#8	1 TRN Sigma	**Start:** Always, 0, No **Orders:** Disabled	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Novice	**Win:** 1 **Val:** 0
#9	2 T/B Alpha	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Line Abreast	**Mother:** No **AI:** Novice	**Win:** 1 **Val:** 0
#10	2 T/B Beta	**Start:** Always, 0, No **Orders:** Disabled	**Waves:** 0 **Form:** Line Abreast	**Mother:** No **AI:** Novice	**Win:** 1 **Val:** 0
#11	3 T/B Gamma	**Start:** Always, 0, No **Orders:** Disabled	**Waves:** 0 **Form:** Line Abreast	**Mother:** No **AI:** Novice	**Win:** 1 **Val:** 0
#12	2 T/F Delta	**Start:** Always, 0, No **Orders:** Circle & Evade	**Waves:** 0 **Form:** Echelon Left	**Mother:** No **AI:** Novice	**Win:** 1 **Val:** 4
#13	3 T/F Eta	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Line Abreast	**Mother:** No **AI:** Novice	**Win:** 1 **Val:** 0
#14	2 T/I Zeta	**Start:** Create, 0:24, 15 **Orders:** Attack All Pri 2	**Waves:** 5 **Form:** Vic	**Mother:** 15 **AI:** Top Ace	**Win:** 0 **Val:** 0
#15	1 FRG Virulence	**Start:** Attack, 7:00, 6 **Orders:** Starship Circle	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Top Ace	**Win:** 0 **Val:** 9
#16	1 Planet 10 (No name)				

A-wing Mission 2: Aggressor Squadron Training

#	Craft	Start / Orders	Waves / Form	Mother / AI	Win / Val
*#1	1 A-W Red [1]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Novice	**Win:** 0 **Val:** 9
#2	1 X-W Novice	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Novice	**Win:** 0 **Val:** 9
#3	1 X-W Officer	**Start:** Destroy, 1:00, 2 **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Officer	**Win:** 0 **Val:** 9
#4	1 X-W Veteran	**Start:** Destroy, 1:00, 3 **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Veteran	**Win:** 1 **Val:** 9

#5	1 X-W Ace	**Start:** Destroy, 1:00, 4 **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Ace	**Win:** 1 **Val:** 9
#6	1 X-W Top Ace	**Start:** Destroy, 1:00, 5 **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Top Ace	**Win:** 1 **Val:** 9
#7	1 Y-W Novice	**Start:** Always, 1:00, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Novice	**Win:** 0 **Val:** 9
#8	1 Y-W Officer	**Start:** Destroy, 1:00, 7 **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Officer	**Win:** 0 **Val:** 9
#9	1 Y-W Veteran	**Start:** Destroy, 1:00, 8 **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Veteran	**Win:** 1 **Val:** 9
#10	1 Y-W Ace	**Start:** Destroy, 1:00, 9 **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Ace	**Win:** 1 **Val:** 9
#11	1 Y-W Top Ace	**Start:** Destroy, 1:00, 10 **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Top Ace	**Win:** 1 **Val:** 9
#12	1 A-W Novice	**Start:** Always, 2:00, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Novice	**Win:** 0 **Val:** 9
#13	1 A-W Officer	**Start:** Destroy, 1:00, 12 **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Officer	**Win:** 0 **Val:** 9
#14	1 A-W Veteran	**Start:** Destroy, 1:00, 13 **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Veteran	**Win:** 1 **Val:** 9
#15	1 A-W Ace	**Start:** Destroy, 1:00, 14 **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Ace	**Win:** 1 **Val:** 9
#16	1 A-W Top Ace	**Start:** Destroy, 1:00, 15 **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Top Ace	**Win:** 1 **Val:** 9

A-wing Mission 3: Intercept TIE Bomber Run

#1	2 T/F Alpha	**Start:** Always, 0, No **Orders:** Attack Pri 8	**Waves:** 0 **Form:** Line Abreast	**Mother:** 10 **AI:** Novice	**Win:** 0 **Val:** 7
#2	1 T/F Alpha 3	**Start:** Always, 0, No **Orders:** Close Escort Pri 3	**Waves:** 0 **Form:** Vic	**Mother:** 10 **AI:** Top Ace	**Win:** 0 **Val:** 7
#3	3 T/B Mu	**Start:** Always, 0, No **Orders:** Attack Pri 9	**Waves:** 0 **Form:** Vic	**Mother:** 10 **AI:** Top Ace	**Win:** 1 **Val:** 9
#4	2 T/F Beta	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Line Abreast	**Mother:** 10 **AI:** Novice	**Win:** 0 **Val:** 7
#5	2 T/F Gamma	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Line Abreast	**Mother:** 10 **AI:** Novice	**Win:** 0 **Val:** 7
#6	1 X-W Red 1	**Start:** Always, 0, No **Orders:** Loose Escort Pri 9	**Waves:** 0 **Form:** Vic	**Mother:** No **AI:** Top Ace	**Win:** 0 **Val:** 8

#7	1 Y-W Red 3	**Start:** Always, 0, No	**Waves:** 0	**Mother:** No	**Win:** 0
		Orders: Close Escort Pri 9	**Form:** Vic	**AI:** Top Ace	**Val:** 3
* #8	1 A-W Red 2 [1]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** No	**Win:** 0
		Orders: Attack All	**Form:** Vic	**AI:** Novice	**Val:** 8
#9	1 SHU Maria	**Start:** Always, 0, No	**Waves:** 0	**Mother:** No	**Win:** 2
		Orders: Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#10	1 STD Malice	**Start:** Always, 0, No	**Waves:** 0	**Mother:** No	**Win:** 0
		Orders: Go Home	**Form:** Vic	**AI:** Novice	**Val:** 9

A-wing Mission 4: Attack Run On Freighters

*#1	1 A-W Red 2 [1]	**Start:** Always, 0, No *	**Waves:** 0	**Mother:** No	**Win:** 0
		Orders: Loose Escort	**Form:** Vic	**AI:** Ace	**Val:** 9
#2	1 FRT Century 1	**Start:** Always, 0, No	**Waves:** 0	**Mother:** No	**Win:** 1
		Orders: Fly Once & Evade	**Form:** Vic	**AI:** Officer	**Val:** 9
#3	1 FRT Century 2	**Start:** Always, 0, No	**Waves:** 0	**Mother:** No	**Win:** 1
		Orders: Fly Once & Evade	**Form:** Vic	**AI:** Officer	**Val:** 9
#4	1 FRT Century 3	**Start:** Always, 0, No	**Waves:** 0	**Mother:** No	**Win:** 1
		Orders: Fly Once & Evade	**Form:** Vic	**AI:** Officer	**Val:** 9
#5	2 T/F Alpha	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 3	**Win:** 0
		Orders: Attack Pri 9 & Sec 1	**Form:** Vic	**AI:** Veteran	**Val:** 9
#6	2 T/F Beta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 2	**Win:** 0
		Orders: Loose Escort Pri 2 & Sec 4	**Form:** Line Astern	**AI:** Novice	**Val:** 9
#7	2 T/F Gamma	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 2	**Win:** 0
		Orders: Loose Escort Pri 4 & Sec 2	**Form:** Vic	**AI:** Officer	**Val:** 9
#8	2 T/F Delta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 3	**Win:** 0
		Orders: Close Escort Pri 3 & Sec 4	**Form:** Vic	**AI:** Novice	**Val:** 8
#9	1 Y-W Red 1	**Start:** Always, 0, No *	**Waves:** 0	**Mother:** No	**Win:** 2
		Orders: Attack Freighters	**Form:** Vic	**AI:** Veteran	**Val:** 9

#10 1 Planet 7 (Ghorman)

A-wing Mission 5: Protect Returning Starfighters

#1	2 X-W Red	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack All	**Form:** Vic	**AI:** Ace	**Val:** 7
#2	1 X-W Gold 4	**Start:** Always, 4, No	**Waves:** 0	**Mother:** 10	**Win:** 2
		Orders: Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 1
#3	1 X-W Gold 2	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 10	**Win:** 2
		Orders: Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 1
#4	1 X-W Gold 1	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 10	**Win:** 2
		Orders: Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 1

#5	1 X-W Gold 3	**Start:** Always, 3, No	**Waves:** 0	**Mother:** 10	**Win:** 2
		Orders: Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 1
* #6	2 A-W Red [1]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack All	**Form:** Vic	**AI:** Top Ace	**Val:** 6
#7	1 X-W Blue 5	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 10	**Win:** 2
		Orders: Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 1
#8	1 X-W Blue 9	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 10	**Win:** 2
		Orders: Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#9	1 X-W Blue 8	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 10	**Win:** 2
		Orders: Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 1
#10	1 CRS Cathleen	**Start:** Always, 0, No	**Waves:** 0	**Mother:** No	**Win:** 0
		Orders: Wait for Return	**Form:** Vic	**AI:** Top Ace	**Val:** 2
#11	1 FRG Terminator	**Start:** Always, 5, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 7
#12	1 SHU Blue 1	**Start:** Always, 4, No	**Waves:** 0	**Mother:** 10	**Win:** 2
		Orders: Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 8
#13	1 SHU Blue 2	**Start:** Always, 5, No	**Waves:** 0	**Mother:** 10	**Win:** 2
		Orders: Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 4
#14	6 T/B Alpha	**Start:** Always, 5:18, No	**Waves:** 0	**Mother:** 11	**Win:** 0
		Orders: Attack Pri 2 & Sec 6	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#15	6 T/B Beta	**Start:** Always, 2:18, No	**Waves:** 0	**Mother:** 16	**Win:** 0
		Orders: Attack Pri 2 & Sec 11	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#16	1 FRG Terminator	**Start:** Always, 2, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Fly Once	**Form:** Vic	**AI:** Top Ace	**Val:** 7

A-wing Mission 6: Deep Space Reconnaissance

*#1	1 A-W Red [1]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack All	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#2	3 T/F Alpha	**Start:** ID, 0, 12	**Waves:** 0	**Mother:** 12	**Win:** 9
		Orders: Attack Pri 1	**Form:** Vic	**AI:** Ace	**Val:** 9
#3	3 T/F Beta	**Start:** ID, 0, 13	**Waves:** 0	**Mother:** 13	**Win:** 9
		Orders: Attack Pri 1	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#4	3 T/F Gamma	**Start:** ID, 1:00, 12	**Waves:** 2	**Mother:** 14	**Win:** 0
		Orders: Attack Pri 1	**Form:** Echelon Right	**AI:** Top Ace	**Val:** 9
#5	3 T/F Delta	**Start:** ID, 2:00, 12	**Waves:** 2	**Mother:** 14	**Win:** 0
		Orders: Attack Pri 1	**Form:** Echelon Left	**AI:** Veteran	**Val:** 9
#6	2 CON Lambda	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 13
		Orders: Stationary	**Form:** Line Astern	**AI:** Novice	**Val:** 0

#7	1 CON Delta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 13
		Orders: Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#8	2 CON Sigma	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 13
		Orders: Stationary	**Form:** Line Abreast	**AI:** Novice	**Val:** 0
#9	2 CON Mu	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 13
		Orders: Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#10	1 CON Delta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 13
		Orders: Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#11	3 CON Tau	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 13
		Orders: Stationary	**Form:** Diamond	**AI:** Novice	**Val:** 0
#12	1 CON Dodek	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 13
		Orders: Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#13	1 CON Penta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 13
		Orders: Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#14	1 FRG Merciless	**Start:** ID, 0, 12 *	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Starship Circle	**Form:** Vic	**AI:** Novice	**Val:** 9
#15	3 T/I Rho	**Start:** Destroy, 1:00, 2	**Waves:** 1	**Mother:** 14	**Win:** 0
		Orders: Attack Pri 1	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#16	3 T/I Sigma	**Start:** Destroy, 1:00, 3	**Waves:** 1	**Mother:** 9	**Win:** 0
		Orders: Attack Pri 1	**Form:** Vic	**AI:** Top Ace	**Val:** 9

Tour of Duty 1

OP 1: Destroy Imperial Convoy [defect]   {X-wing}

*#1	2 X-W Red 1 [2]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack P 6+Sec 7	**Form:** Vic	**AI:** Veteran	**Val:** 8
#2	1 planet 8				
#3	1 Y-W Blue 1	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Close Escort P 11	**Form:** Vic	**AI:** Novice	**Val:** 7
#4	1 Y-W Blue 2	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Close Escort P 11	**Form:** Vic	**AI:** Novice	**Val:** 8
#5	1 CRV Dagger	**Start:** Always, 1:06, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	(commandos)	**Orders:** Board & Capture P 11	**Form:** Vic	**AI:** Top Ace	**Val:** 1

* you can start out in one of three positions, randomly determined

| #6 | 1 FRT Orcim | **Start:** Always, 0, No | **Waves:** 0 | **Mother:** 0 | **Win:** 1 |
| | (munitions) | **Orders:** Fly Once + Evade | **Form:** Vic | **AI:** Top Ace | **Val:** 9 |

#7	1 FRT Esorp (mines)	**Start:** Always, 0, No **Orders:** Fly Once + Evade	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 4
#8	1 FRT Arreis (robo-haulers)	**Start:** Always, 0, No **Orders:** Fly Once + Evade	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 9
#9	1 FRT Nigiro (munitions)	**Start:** Always, 0, No **Orders:** Fly Once + Evade	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 9
#10	1 FRT Murtceps (TIE fighters)	**Start:** Always, 0, No **Orders:** Fly Once + Evade	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#11	1 CRV Bixby (defectors)	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Vic	**Mother:** 5 **AI:** Novice	**Win:** 3 **Val:** 5
#12	1 FRG Gorgon	**Start:** Destroy, 2:06, 10 **Orders:** Starship Circle	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#13	3 T/F Alpha	**Start:** Destroy, 3:00, 10 **Orders:** Attack All P 1	**Waves:** 1 **Form:** Vic	**Mother:** 12 **AI:** Officer	**Win:** 0 **Val:** 9
#14	3 T/F Beta	**Start:** Destroy, 2:42, 10 **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 12 **AI:** Veteran	**Win:** 0 **Val:** 9

OP 2: Reconnaissance Mission [id-recon] {A-wing}

*#1	1 A-W Red [1]	**Start:** Always, 0, No **Orders:** Attack P 6+Sec 7	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#2	1 FRG Warspite	**Start:** Always, 0, No **Orders:** Starship Sit + Fire	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Officer	**Win:** 13 **Val:** 0
#3	2 FRG Harasser	**Start:** Always, 9:00, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Officer	**Win:** 13 **Val:** 0
#4	3 CRV 758 (base eqpt)	**Start:** Always, 3:00, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Officer	**Win:** 13 **Val:** 9
#5	3 CRV 427 (military eqpt)	**Start:** Always, 6:00, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 13 **Val:** 9
#6	2 CRV 327 (TIE parts)	**Start:** Always, 1:00, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 13 **Val:** 9
#7	2 CRV 524 (power units)	**Start:** Always, 8:00, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 13 **Val:** 9
#8	1 FRT Ruggert (military eqpt)	**Start:** Always, 2:00, No **Orders:** Fly Once + Ignore	**Waves:** 0 **Form:** Line Astern	**Mother:** 0 **AI:** Top Ace	**Win:** 13 **Val:** 0
#9	1 FRT Eichler (military eqpt)	**Start:** Always, 7:00, No **Orders:** Fly Once + Ignore	**Waves:** 0 **Form:** Line Astern	**Mother:** 0 **AI:** Top Ace	**Win:** 13 **Val:** 0
#10	1 STD Invincible	**Start:** ID, 0:06, 3 **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0

#11 6 T/B theta	**Start:** Attack, 0, 10	**Waves:** 9	**Mother:** 10	**Win:** 0
	Orders: Attack All P 1	**Form:** Vic	**AI:** Top Ace	**Val:** 6
#12 6 T/I Beta	**Start:** ID, 0:09, 3	**Waves:** 9	**Mother:** 10	**Win:** 0
	Orders: Attack All P 1	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#13 2 T/F Gamma	**Start:** Always, 0, No	**Waves:** 9	**Mother:** 2	**Win:** 0
	Orders: Attack All	**Form:** Vic	**AI:** Novice	**Val:** 4
#14 3 T/F Delta	**Start:** Always, 10:00, No	**Waves:** 9	**Mother:** 3	**Win:** 0
	Orders: Attack All P 1	**Form:** Vic	**AI:** Top Ace	**Val:** 5
#15 1 SHU Kappa	**Start:** Always, 14:00, No	**Waves:** 0	**Mother:** 10	**Win:** 0
(officers)	**Orders:** Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 2
#16 1 TRN Omega	**Start:** Always, 14:00, No	**Waves:** 0	**Mother:** 2	**Win:** 0
(military eqpt)	**Orders:** Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 5
#17 1 planet 8				
#18 1 Nav Sat				

OP 3: Fly Point During Evacuation [wxrgard1] {X-wing}

*#1 2 X-W Red 1 [2]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	Orders: Attack All	**Form:** Vic	**AI:** Novice	**Val:** 4
#2 1 Y-W Gold 3	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 3	**Win:** 0
	Orders: Close Escort P 4	**Form:** Vic	**AI:** Officer	**Val:** 3
#3 1 FRG Fugazi	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 2
(base supplies)	**Orders:** Starship Fly Once	**Form:** Vic	**AI:** Ace	**Val:** 9
#4 3 SHU Arroyo	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 2
(high command)	**Orders:** Fly Once + Evade	**Form:** Vic	**AI:** Novice	**Val:** 5
#5 1 TRN Rhoon	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
(base eqpt)	**Orders:** Fly Once + Evade	**Form:** Vic	**AI:** Top Ace	**Val:** 1
#6 1 CRV Sonnel	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
(troops)	**Orders:** Starship Fly Once	**Form:** Vic	**AI:** Novice	**Val:** 4
#7 1 CRV Mahan	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
(troops)	**Orders:** Fly Once + Evade	**Form:** Vic	**AI:** Top Ace	**Val:** 4
#8 1 STD Invincible	**Start:** Always, 0:54, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	Orders: Starship Circle	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#9 1 Planet 1				
#10 2 T/F Alpha	**Start:** Always, 1:06, No	**Waves:** 2	**Mother:** 8	**Win:** 0
	Orders: Attack All P 4	**Form:** Vic	**AI:** Veteran	**Val:** 9
#11 2 T/F Beta	**Start:** Always, 2:42, No	**Waves:** 9	**Mother:** 8	**Win:** 0
	Orders: Attack All P 4	**Form:** Vic	**AI:** Ace	**Val:** 9

#12	6 T/I Eta	**Start:** Always, 18:00, No **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 8 **AI:** Top Ace	**Win:** 0 **Val:** 0
#13	6 T/B Theta	**Start:** Always, 19:00, No **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 8 **AI:** Top Ace	**Win:** 0 **Val:** 0
#14	3 T/B Gamma	**Start:** Always, 1:42, No **Orders:** Attack Starships P 6	**Waves:** 0 **Form:** Vic	**Mother:** 8 **AI:** Veteran	**Win:** 0 **Val:** 9
#14	3 T/F Delta	**Start:** Always, 5:00, No **Orders:** Attack Starships P 6	**Waves:** 0 **Form:** Vic	**Mother:** 8 **AI:** Ace	**Win:** 0 **Val:** 9

OP 4: Protect Medical Frigate [wxprot2]   {X-wing}

*#1	1 X-W Red 2 [1]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Line Abreast	**Mother:** 5 **AI:** Veteran	**Win:** 0 **Val:** 2
#2	1 X-W Red 1	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 5 **AI:** Novice	**Win:** 0 **Val:** 9
#3	1 X-W Red 3	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 5 **AI:** Novice	**Win:** 0 **Val:** 9
#4	1 X-W Red 4	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 9
#5	1 FRG Redemption	**Start:** Always, 0, No **Orders:** Stationary P 6 S 7	**Waves:** 0 **Form:** Diamond	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#6	3 SHU Medevac	**Start:** Always, 0:06, No **Orders:** Board + Deliver P 5	**Waves:** 0 **Form:** Vic	**Mother:** 5 **AI:** Top Ace	**Win:** 2 **Val:** 1
#7	1 CRV Korolev	**Start:** Always, 0:18, No **Orders:** Board + Deliver P 5	**Waves:** 0 **Form:** Vic	**Mother:** 5 **AI:** Top Ace	**Win:** 2 **Val:** 2
#8	1 Planet 15				
#9	1 FRG Warspite	**Start:** Always, 1:18, No **Orders:** Starship Fly Once P 5	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#10	1 FRG Warspite	**Start:** Always, 2:48, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#11	3 T/B Alpha	**Start:** Always, 1:24, No **Orders:** Attack All P 7 S 6	**Waves:** 0 **Form:** Line Abreast	**Mother:** 9 **AI:** Officer	**Win:** 0 **Val:** 9
#12	2 T/F Beta	**Start:** Always, 1:30, No **Orders:** Attack All P 1 S 6	**Waves:** 0 **Form:** Vic	**Mother:** 9 **AI:** Novice	**Win:** 0 **Val:** 9
#13	3 T/B Gamma	**Start:** Always, 4:00, No **Orders:** Attack All P 7 S 6	**Waves:** 0 **Form:** Line Abreast	**Mother:** 10 **AI:** Veteran	**Win:** 0 **Val:** 9
#14	2 T/F Delta	**Start:** Always, 3:06, No **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 10 **AI:** Veteran	**Win:** 0 **Val:** 9

OP 5: Ambush Imperial Supply Convoy [attackxy]

*#1 2 X-W Red [1]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#2 2 Y-W Blue	**Start:** Always, 1:00, No **Orders:** Attack Freighters P 3 S 4	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 9
#3 1 FRT Juno 1 (droids)	**Start:** Always, 0, No **Orders:** Fly Once + Ignore	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 9
#4 1 FRT Juno 2 (foodstuffs)	**Start:** Always, 0, No **Orders:** Fly Once + Ignore	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 9
#5 1 FRT Juno 3 (machinery)	**Start:** Always, 0, No **Orders:** Fly Once + Ignore	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 9
#6 2 T/F Alpha	**Start:** Always, 0, No **Orders:** Loose Escort S 3	**Waves:** 0 **Form:** Vic	**Mother:** 9 **AI:** Ace	**Win:** 0 **Val:** 1
#7 3 T/F Beta	**Start:** Always, 0, No **Orders:** Attack P1+ S 2	**Waves:** 0 **Form:** Vic	**Mother:** 9 **AI:** Ace	**Win:** 0 **Val:** 7
#8 2 T/F Delta	**Start:** Always, 0, No **Orders:** Loose Escort P 5 S 4	**Waves:** 0 **Form:** Vic	**Mother:** 9 **AI:** Ace	**Win:** 0 **Val:** 3
#9 1 STD Invincible	**Start:** Always, 0, No **Orders:** Starship Sit + Fire	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#10 3 T/I Eta	**Start:** Always, 0:12, No **Orders:** Attack P 2 S1	**Waves:** 9 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 9
#11 6 T/I Zeta	**Start:** Attack, 0, 9 **Orders:** Attack All	**Waves:** 9 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 0
#12 3 T/I Theta	**Start:** Always, 3:00, No **Orders:** Attack P 2 S 1	**Waves:** 0 **Form:** Vic	**Mother:** 9 **AI:** Ace	**Win:** 0 **Val:** 9
#13 1 CRV Ranger	**Start:** Always, 0, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 8

OP 6: Raid for R2 Units [max13]

*#1 3 A-W Red [1]	**Start:** Always, 0, No **Orders:** Close Escort P 2	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 9
#2 1 FRT Ars Opus	**Start:** Always, 0, No **Orders:** Disabled	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 3 **Val:** 1
#3 2 Y-W Alpha	**Start:** Always, 0:30, No **Orders:** Attack P 1 S 1	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9

*** These Y-wings may appear in one of several places thirty seconds after the mission begins.

#4	2 Y-W Beta	**Start:** Always, 1:00, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack P 1 S 1	**Form:** Vic	**AI:** Top Ace	**Val:** 9

*** These Y-wings may appear in one of several places one minute after the mission begins.

#5	4 TRN Epsilon	**Start:** Always, 2:00, No	**Waves:** 1	**Mother:** 0	**Win:** 0
		Orders: Disable P2	**Form:** Vic	**AI:** Top Ace	**Val:** 9

*** These Transports may appear in one of two places two minutes after the mission begins.

#6	2 Y-W Gamma	**Start:** Always, 3:30, No	**Waves:** 1	**Mother:** 0	**Win:** 0
		Orders: Attack P 1 S 1	**Form:** Vic	**AI:** Top Ace	**Val:** 9

*** These Y-wings may appear in one of several places three and a half minutes after the mission begins.

#7	2 Y-W Delta	**Start:** Always, 4:00, No	**Waves:** 1	**Mother:** 0	**Win:** 0
		Orders: Attack P 1 S 1	**Form:** Vic	**AI:** Top Ace	**Val:** 9

*** These Y-wings may appear in one of several places four minutes after the mission begins.

#8	1 SHU Kappa	**Start:** Always, 4:00, No	**Waves:** 3	**Mother:** 0	**Win:** 0
		Orders: Board + Capture P 2 S 2	**Form:** Vic	**AI:** Top Ace	**Val:** 1

* The raiding party shuttle will appear randomly in one of several locations four minutes into the mission.

#9	2 A-W Blue	**Start:** Capture, 0, 2	**Waves:** 0	**Mother:** 0	**Win:** 16
		Orders: Close Escort	**Form:** Vic	**AI:** Ace	**Val:** 3

*** These A-wings may appear in one of several places when the mission begins.

#10	1 SHU Rescue Riker	**Start:** Always, 0, No	**Waves:** 3	**Mother:** 0	**Win:** 0
		Orders: Board + Capture P 2	**Form:** Vic	**AI:** Top Ace	**Val:** 1

*** The rescue shuttle may appear in one of several places when the mission begins.

#11 1 Planet 7

OP 7: Recover Stolen X-wings [max10]

*#1	1 Y-W Red 2 [1]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Disable All P 5	**Form:** Vic	**AI:** Top Ace	**Val:** 9

#2	1 Y-W Red 1	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Disable P 4 S 6	**Form:** Vic	**AI:** Officer	**Val:** 9

#3	1 Y-W Red 3	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Disable P 6 S 4	**Form:** Vic	**AI:** Officer	**Val:** 9

#4	1 X-W Blue 1	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 12	**Win:** 3
		Orders: Circle + Evade	**Form:** Vic	**AI:** Veteran	**Val:** 6

#5	1 X-W Blue 2	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 12	**Win:** 3
		Orders: Fly Once + Evade	**Form:** Vic	**AI:** Veteran	**Val:** 6

#6	1 X-W Blue 3	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 12	**Win:** 3
		Orders: Fly Once + Evade	**Form:** Vic	**AI:** Top Ace	**Val:** 6

#7	1 SHU Rescue 1	**Start:** Disable, 0:12, 4	**Waves:** 0	**Mother:** 10	**Win:** 2
	(new R2 unit)	**Orders:** Board + Capture P 4	**Form:** Vic	**AI:** Top Ace	**Val:** 1

#8	1 SHU Rescue 2 (new R2 unit)	**Start:** Disable, 0:12, 5 **Orders:** Board + Capture P 5	**Waves:** 0 **Form:** Vic	**Mother:** 10 **AI:** Top Ace	**Win:** 2 **Val:** 1
#9	1 SHU Rescue 3 (new R2 unit)	**Start:** Disable, 0:12, 6 **Orders:** Board + Capture P 6	**Waves:** 0 **Form:** Vic	**Mother:** 10 **AI:** Top Ace	**Win:** 2 **Val:** 1
#10	1 CRS Maximus	**Start:** Capture, 0:18, 4 **Orders:** Starship Wait Return	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9

* The Cruiser Maximus may warp in at different positions which are randomly determined.

#11	1 planet 7				
#12	1 STD Invincible	**Start:** Always, 0, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 3
#13	2 T/I Alpha	**Start:** Always, 0:12, No **Orders:** Attack All P 2 S 3	**Waves:** 9 **Form:** Vic	**Mother:** 12 **AI:** Officer	**Win:** 0 **Val:** 9
#14	2 T/I Beta	**Start:** Always, 0:24, No **Orders:** Attack All P 7 S 8	**Waves:** 2 **Form:** Vic	**Mother:** 12 **AI:** Officer	**Win:** 0 **Val:** 9
#15	2 T/I Gamma	**Start:** Always, 1:06, No **Orders:** Attack All P 8 S 9	**Waves:** 2 **Form:** Vic	**Mother:** 12 **AI:** Officer	**Win:** 0 **Val:** 9
#16	2 T/I Delta	**Start:** Always, 2:00, No **Orders:** Attack All P 1 S 7	**Waves:** 9 **Form:** Vic	**Mother:** 12 **AI:** Officer	**Win:** 0 **Val:** 9
#17	6 T/I Zeta	**Start:** Always, 0, No **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0

OP 8: Rescue Sullustan Tech Staff [attack3]

*#1	1 Y-W Red 1 [1]	**Start:** Always, 0, No **Orders:** Attack Transports	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 9
#2	6 TRN Lambda (troopers/prisoners (3))	**Start:** Always, 0, No **Orders:** Fly Once + Evade	**Waves:** 0 **Form:** Finger Four	**Mother:** 5 **AI:** Top Ace	**Win:** 8 **Val:** 3
#3	6 TRN Omicron (troopers/prisoners (4))	**Start:** Always, 0, No **Orders:** Fly Once + Evade	**Waves:** 0 **Form:** Echelon Right	**Mother:** 4 **AI:** Top Ace	**Win:** 8 **Val:** 3
#4	1 FRG Warspite	**Start:** Always, 0, No **Orders:** Starship Wait Return	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 0
#5	FRG Negra Star	**Start:** Always, 0, No **Orders:** Starship Wait Return	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 0
#6	1 Planet 2				
#7	1 TRN Rescue 2 (rescue team)	**Start:** Disable, 0, 2 **Orders:** Board + Take P 2	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 1
#8	1 TRN Rescue 1 (rescue team)	**Start:** Disable, 0, 3 **Orders:** Board + Take P 3	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 1
#9	2 T/I Alpha	**Start:** Create, 0, 8 **Orders:** Attack P 8	**Waves:** 1 **Form:** Vic	**Mother:** 5 **AI:** Officer	**Win:** 0 **Val:** 5

#10 2 T/I Beta	**Start:** Create, 0, 7 **Orders:** Attack P 7	**Waves:** 1 **Form:** Vic	**Mother:** 4 **AI:** Officer	**Win:** 0 **Val:** 5
#11 4 T/I Gamma	**Start:** Attack, 0, 4 **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 4 **AI:** Top Ace	**Win:** 0 **Val:** 0
#12 4 T/I Delta	**Start:** Attack, 0, 5 **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 5 **AI:** Top Ace	**Win:** 0 **Val:** 0
#13 2 T/F Zeta	**Start:** Always, 0:24, No **Orders:** Attack All	**Waves:** 9 **Form:** Vic	**Mother:** 4 **AI:** Novice	**Win:** 0 **Val:** 4

OP 9: Diplomatic Summit at Sullust [sullust]

*#1 2 A-W Red [2]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Double Astern	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 1
#2 2 CRV D5 (Alliance delegation)	**Start:** Always, 0:12, No **Orders:** Starship Wait Return	**Waves:** 0 **Form:** Form 9	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#3 1 FRG Sor-Sull II (Sullust delegation)	**Start:** Always, 0:30, No **Orders:** Starship Wait Return P 6 S 5	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 0
#4 1 SHU Freedom 1 (Alliance Ambassador)	**Start:** Create, 0:30, 2 **Orders:** Board + Exchange P 5	**Waves:** 0 **Form:** Line Abreast	**Mother:** 2 **AI:** Top Ace	**Win:** 2 **Val:** 8
#5 1 SHU Sor X (Sullust ambassador)	**Start:** Create, 0:12, 3 **Orders:** Rendezvous	**Waves:** 0 **Form:** Line Abreast	**Mother:** 3 **AI:** Top Ace	**Win:** 2 **Val:** 0
#6 2 TRN CoSof (Sullust diplomats)	**Start:** Always, 0:36, No **Orders:** Rendezvous	**Waves:** 0 **Form:** Double Astern	**Mother:** 3 **AI:** Top Ace	**Win:** 2 **Val:** 0

* The transports of CoSof group may initially appear in one of two positions

#7 2 TRN Tector (tech staff)	**Start:** Always, 0:12, No **Orders:** Board + Deliver P 6	**Waves:** 0 **Form:** Double Astern	**Mother:** 3 **AI:** Top Ace	**Win:** 2 **Val:** 7
#8 1 STD Invincible	**Start:** Always, 3:06, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 1
#9 3 T/I Alpha	**Start:** Create, 0:12, 8 **Orders:** Attack All P 2	**Waves:** 0 **Form:** Vic	**Mother:** 8 **AI:** Novice	**Win:** 0 **Val:** 0
#10 3 T/I Beta	**Start:** Destroy, 0, 13 **Orders:** Attack All P 4 S 5	**Waves:** 0 **Form:** Vic	**Mother:** 8 **AI:** Novice	**Win:** 0 **Val:** 0
#11 3 T/I Gamma	**Start:** Destroy, 0, 14 **Orders:** Attack All P 7 S 6	**Waves:** 0 **Form:** Vic	**Mother:** 8 **AI:** Novice	**Win:** 0 **Val:** 0
#12 3 T/I Delta	**Start:** Destroy, 0, 15 **Orders:** Attack All P 3	**Waves:** 0 **Form:** Vic	**Mother:** 8 **AI:** Novice	**Win:** 0 **Val:** 0
#13 3 T/B Zeta	**Start:** Create, 0:18, 9 **Orders:** Attack All P 2	**Waves:** 0 **Form:** Vic	**Mother:** 8 **AI:** Novice	**Win:** 0 **Val:** 0
#14 3 T/F Theta	**Start:** Create, 0:36, 10 **Orders:** Attack All P 4 S 5	**Waves:** 0 **Form:** Vic	**Mother:** 8 **AI:** Novice	**Win:** 0 **Val:** 0

#15 3 T/F Eta	**Start:** Create, 0:36, 11	**Waves:** 0	**Mother:** 8	**Win:** 0
	Orders: Attack All P 7 S 6	**Form:** Vic	**AI:** Novice	**Val:** 0
#16 3 T/B Iota	**Start:** Create, 0:18, 12	**Waves:** 0	**Mother:** 8	**Win:** 0
	Orders: Attack All P 3	**Form:** Vic	**AI:** Novice	**Val:** 0

OP 10: Rescue Sullustan Leader [ack-hard]

*#1 1 Y-W Red 2 [1]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	Orders: Disable All S 3	**Form:** Echelon Right	**AI:** Ace	**Val:** 9
#2 2 X-W Gold	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	Orders: Attack P 5 S 6	**Form:** Echelon Left	**AI:** Veteran	**Val:** 9
#3 4 SHU Kappa	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 8	**Win:** 0
(officers)	**Orders:** Close Escort P 4	**Form:** Line Abreast	**AI:** Top Ace	**Val:** 3
#4 1 SHU Kappa 5	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 8	**Win:** 4
(Sullustan)	**Orders:** Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 3
#5 3 T/F Alpha	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 8	**Win:** 0
	Orders: Attack P1	**Form:** Line Abreast	**AI:** Officer	**Val:** 1
#6 3 T/I Beta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 8	**Win:** 0
	Orders: Attack P 1 S 9	**Form:** Finger Four	**AI:** Officer	**Val:** 9
#7 1 Planet Sullust				
#8 1 STD Invincible	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	Orders: Starship Sit + Fire	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#9 1 SHU Rescue 1	**Start:** Disable, 0, 4	**Waves:** 0	**Mother:** 0	**Win:** 2
(rescue team)	**Orders:** Board + Take P 4	**Form:** Vic	**AI:** Top Ace	**Val:** 2
#10 3 T/F Gamma	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 8	**Win:** 0
	Orders: Close Escort P3	**Form:** Line Abreast	**AI:** Officer	**Val:** 3
#11 3 T/I Delta	**Start:** Create, 0, 9	**Waves:** 9	**Mother:** 8	**Win:** 0
	Orders: Attack P 9 S 1	**Form:** Echelon Right	**AI:** Officer	**Val:** 9
#12 3 T/I Zeta	**Start:** Attack, 0:18, 8	**Waves:** 9	**Mother:** 8	**Win:** 0
	Orders: Attack All P 1	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#13 2 T/B Theta	**Start:** Attack, 0:42, 8	**Waves:** 9	**Mother:** 8	**Win:** 0
	Orders: Attack All P 1	**Form:** Vic	**AI:** Top Ace	**Val:** 8

OP 11: Capture Staff from Cygnus [cygnus]

*#1 2 A-W Red [1]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	Orders: Attack P 7 S 6	**Form:** Vic	**AI:** Officer	**Val:** 5
#2 2 TRN Lambda	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
(personnel)	**Orders:** Board + Deliver P 4 S 5	**Form:** Echelon Right	**AI:** Top Ace	**Val:** 5
#3 1 TRN Kappa	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 4
(tech staff)	**Orders:** Stationary	**Form:** Echelon Left	**AI:** Top Ace	**Val:** 0

#4	1 FRT Dock 1 (TIE Interceptors)	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Line Abreast	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 0
#5	1 FRT Dock 2 (TIEs)	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 0
#6	3 T/B Alpha	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Line Abreast	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 0
#7	3 T/F Beta	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Line Abreast	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 0
#8	1 T/I Alpha	**Start:** Always, 0, No **Orders:** Stationary P 1	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 0
#9	1 Planet Ralltiir				
#10	1 GUN Mu	**Start:** Always, 0, No **Orders:** Attack P 8	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#11	2 T/I Delta	**Start:** Attack 0:06, 5 **Orders:** Attack P1	**Waves:** 1 **Form:** Vic	**Mother:** 4 **AI:** Veteran	**Win:** 0 **Val:** 0
#12	2 T/F Zeta	**Start:** ID, 0:12, 3 **Orders:** Attack P 13	**Waves:** 2 **Form:** Vic	**Mother:** 5 **AI:** Novice	**Win:** 0 **Val:** 0
#13	1 TRN Lightning (strike team)	**Start:** ID, 0, 3 **Orders:** Board + Take P 3	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 2
#14	2 T/F Theta	**Start:** Create, 0:12, 3 **Orders:** Attack P 1	**Waves:** 1 **Form:** Vic	**Mother:** 4 **AI:** Veteran	**Win:** 0 **Val:** 0
#15	4 T/I Iota	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Line Astern	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 0

OP 12: Recover Explosive Warhead [max20]

Note: Several of the ship groups in this mission have randomly determined **start**ing points. There are, in fact, three different beginnings to this mission. Some are harder than others. If you find the mission impossible, try re**start**ing and you may get an easier **start**ing position.

| *#1 | 1 Y-W Red [1] | **Start:** Always, 0, No **Orders:** Attack Sat + Mines | **Waves:** 0 **Form:** Vic | **Mother:** 0 **AI:** Top Ace | **Win:** 0 **Val:** 9 |

* You may begin this mission in one of three spots.

| #2 | 1 SHU Herald | **Start:** Disable, 1:00, 3 **Orders:** Board + Capture P 3 | **Waves:** 0 **Form:** Vic | **Mother:** 0 **AI:** Top Ace | **Win:** 0 **Val:** 1 |

* This shuttle may appear in one of three positions.

| #3 | 1 FRT Gafra (warheads) | **Start:** Always, 0, No **Orders:** Stationary | **Waves:** 0 **Form:** Vic | **Mother:** 0 **AI:** Top Ace | **Win:** 3 **Val:** 0 |
| #4–5 | | | 3 Mines | | |

#6	2 SHU Psi	**Start:** Capture, 0, 3	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack P 1 S 3	**Form:** Vic	**AI:** Ace	**Val:** 9

* These shuttles may appear in one of three positions.

#7	2 TRN Lambda	**Start:** Capture, 0, 3	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack P 3 S 1	**Form:** Vic	**AI:** Ace	**Val:** 9

* These transports may appear in one of three positions.

Tour of Duty 2

OP 1: Rescue from Star's End [starsndb]

*#1	2 A-W Red [1]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack P 6 S 10	**Form:** Vic	**AI:** Officer	**Val:** 9
#2	1 FRT Genue	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 3
	(rebels)	**Orders:** Disabled	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#3	1 TRN Lambda	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 4	**Win:** 1
	(troopers)	**Orders:** Board + Capture P 2	**Form:** Vic	**AI:** Veteran	**Val:** 2
#4	1 STD Intrepid	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Starship Sit + Fire	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#5	3 T/I Gamma	**Start:** Destroy, 1:00, 9	**Waves:** 1	**Mother:** 4	**Win:** 0
		Orders: Attack All P 8 S 2	**Form:** Vic	**AI:** Ace	**Val:** 9
#6	2 T/F Beta	**Start:** Attack 0, No	**Waves:** 9	**Mother:** 4	**Win:** 0
		Orders: Close Escort P 3 S 4	**Form:** Vic	**AI:** Ace	**Val:** 9
#7	4 T/F Delta	**Start:** Always, 1:00, No	**Waves:** 3	**Mother:** 4	**Win:** 0
		Orders: Attack All	**Form:** Diamond	**AI:** Officer	**Val:** 9
#8	1 SHU Drago	**Start:** Destroy, 4:00, 3	**Waves:** 0	**Mother:** 0	**Win:** 2
	(rescue team)	**Orders:** Board + Capture P 2	**Form:** Vic	**AI:** Top Ace	**Val:** 2
#9	3 T/B Eta	**Start:** Destroy, 3:00, 3	**Waves:** 1	**Mother:** 4	**Win:** 0
		Orders: Attack P 2 S 8	**Form:** Vic	**AI:** Veteran	**Val:** 9
#10	2 T/I Alpha	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 4	**Win:** 0
		Orders: Loose Escort P 3 S 4	**Form:** Vic	**AI:** Officer	**Val:** 9
#11	3 T/I Iota	**Start:** Attack 0:18, 4	**Waves:** 9	**Mother:** 4	**Win:** 0
		Orders: Attack P1	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#12	3 T/B Theta	**Start:** Attack, 0:42, 4	**Waves:** 9	**Mother:** 4	**Win:** 0
		Orders: Attack All P 1	**Form:** Vic	**AI:** Top Ace	**Val:** 0

OP 2: Rescue Wookiee Slaves [rescue1]

*#1	3 A-W Red [3]	**Start:** Always, 0, 1 **Orders:** Attack All	**Waves:** 0 **Form:** Finger Four	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 9
#2	1 TRN Rescue 1 (rescue team)	**Start:** Disable, 0, 7 **Orders:** Board + Take P 7	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 1
#3	2 GUN Mu	**Start:** Always, 0, 1 **Orders:** Attack S 1	**Waves:** 0 **Form:** Vic	**Mother:** 6 **AI:** Veteran	**Win:** 0 **Val:** 9
#4	2 GUN Nu	**Start:** Always, 0, 1 **Orders:** Attack S 1	**Waves:** 0 **Form:** Vic	**Mother:** 6 **AI:** Veteran	**Win:** 0 **Val:** 9
#5	2 GUN Tru	**Start:** Always, 0, 1 **Orders:** Attack P 1	**Waves:** 0 **Form:** Vic	**Mother:** 6 **AI:** Ace	**Win:** 0 **Val:** 9
#6	1 STD Intrepid	**Start:** Always, 0, 1 **Orders:** Starship Sit + Fire	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 1
#7	1 FRT Toral (Wookiees)	**Start:** Always, 0, 1 **Orders:** Go Home	**Waves:** 0 **Form:** Vic	**Mother:** 6 **AI:** Veteran	**Win:** 4 **Val:** 1
#8	3 T/F Alpha	**Start:** Always, 0, No **Orders:** Loose Escort P 7	**Waves:** 0 **Form:** Vic	**Mother:** 6 **AI:** Veteran	**Win:** 0 **Val:** 1
#9	3 T/F Beta	**Start:** Always, 0, No **Orders:** Close Escort P 7	**Waves:** 0 **Form:** Vic	**Mother:** 6 **AI:** Officer	**Win:** 0 **Val:** 3
#10	3 T/F Gamma	**Start:** Always, 0, No **Orders:** Loose Escort P 7	**Waves:** 0 **Form:** Vic	**Mother:** 6 **AI:** Veteran	**Win:** 0 **Val:** 4
#11	3 T/F Delta	**Start:** Always, 0, No **Orders:** Close Escort P 7	**Waves:** 0 **Form:** Vic	**Mother:** 6 **AI:** Veteran	**Win:** 0 **Val:** 1
#12	3 T/F Zeta	**Start:** Disable, 1:00, 7 **Orders:** Attack P 2 S 7	**Waves:** 3 **Form:** Vic	**Mother:** 6 **AI:** Veteran	**Win:** 0 **Val:** 9
#13	3 T/F Theta	**Start:** Create, 0, 16 **Orders:** Attack All	**Waves:** 9 **Form:** Vic	**Mother:** 6 **AI:** Veteran	**Win:** 0 **Val:** 9
#14	3 T/I Iota	**Start:** Attack, 0:18, 6 **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 6 **AI:** Top Ace	**Win:** 0 **Val:** 0
#15	3 T/B Theta	**Start:** Attack, 0:42, 6 **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 6 **AI:** Top Ace	**Win:** 0 **Val:** 0
#16	2 Y-W Gold	**Start:** ID, 0, 7 **Orders:** Disable P 7	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9

OP 3: Attack Weapons Convoy [ystrike5]

*#1	3 Y-W Red [2]	**Start:** Always, 0, No **Orders:** Attack All P 7 S 6	**Waves:** 0 **Form:** Finger Four	**Mother:** 0 **AI:** Officer	**Win:** 0 **Val:** 9
#2	3 Y/W Gold	**Start:** Always, 0, No **Orders:** Attack All P 8 S 9	**Waves:** 0 **Form:** Finger Four	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 9

#3	3 Comm-Sats				
#4	1 X-W Blue	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Loose Escort P 1 S 2	**Form:** Vic	**AI:** Veteran	**Val:** 3
#5	2 GUN Mu	**Start:** Create, 1:00, 12	**Waves:** 1	**Mother:** 0	**Win:** 0
		Orders: Attack All	**Form:** Vic	**AI:** Ace	**Val:** 9
#6	2 SHU Kappa	**Start:** Create, 0, 8	**Waves:** 0	**Mother:** 0	**Win:** 1
	(officers)	**Orders:** Fly Once + Evade	**Form:** Vic	**AI:** Novice	**Val:** 3
#7	2 CRV Hyko	**Start:** Always, 1:00, No	**Waves:** 0	**Mother:** 0	**Win:** 1
		Orders: Starship Fly Once	**Form:** Vic	**AI:** Novice	**Val:** 4
#8	3 TRN Epsilon	**Start:** Create, 0, 7	**Waves:** 0	**Mother:** 0	**Win:** 1
	(troopers)	**Orders:** Fly Once + Ignore	**Form:** Line Astern	**AI:** Novice	**Val:** 4
#9	2 TRN Lambda	**Start:** Create, 0, 6	**Waves:** 0	**Mother:** 0	**Win:** 1
	(troopers)	**Orders:** Fly Once + Ignore	**Form:** Vic	**AI:** Novice	**Val:** 4
#10	1 FRT Uhuru	**Start:** Create, 0, 9	**Waves:** 0	**Mother:** 0	**Win:** 1
	(supplies)	**Orders:** Fly Once + Ignore	**Form:** Vic	**AI:** Novice	**Val:** 9
#11	1 FRT The Tone	**Start:** Create, 0, 9	**Waves:** 0	**Mother:** 0	**Win:** 1
	(supplies)	**Orders:** Fly Once + Ignore	**Form:** Vic	**AI:** Novice	**Val:** 9
#12	2 GUN Tru	**Start:** Create, 0, 6	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Close Escort P 6	**Form:** Vic	**AI:** Veteran	**Val:** 9
#13	2 GUN Rho	**Start:** Create, 1:00, 5	**Waves:** 1	**Mother:** 0	**Win:** 0
		Orders: Attack All	**Form:** Vic	**AI:** Ace	**Val:** 9
#14	1 Planet Orron III				

OP 4: Capture Stolen Freighter [wycapt2]

*#1	1 Y-W Red [1]	**Start:** Always, 0, 1	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack All	**Form:** Vic	**AI:** Top Ace	**Val:** 9

* You may start this mission in one of three fixed locations, randomly selected.

#2	1 SHU Wilsey	**Start:** Disable, 0, 3	**Waves:** 0	**Mother:** 0	**Win:** 2
	(boarding party)	**Orders:** Board + Capture P 3	**Form:** Vic	**AI:** Top Ace	**Val:** 2

* The Wilsey starts the mission in one of three positions, some better, some worse.

#3	1 FRT Phoenix	**Start:** Always, 0, 1	**Waves:** 0	**Mother:** 0	**Win:** 3
	(comm sats)	**Orders:** Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#4	1 TRN Epsilon	**Start:** Always, 0, No	**Waves:** 1	**Mother:** 0	**Win:** 0
	(troopers)	**Orders:** Board + Capture P 3	**Form:** Vic	**AI:** Veteran	**Val:** 2
#5	1 TRN Kappa	**Start:** Always, 0, No	**Waves:** 1	**Mother:** 0	**Win:** 0
	(troopers)	**Orders:** Disable Freighters P 3	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#6	2 SHU Lambda	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Disable P 1 S 2	**Form:** Vic	**AI:** Top Ace	**Val:** 9

#7   2 SHU Omicron   **Start:** Always, 0, No   **Waves:** 0   **Mother:** 0   **Win:** 0
                      Orders: Attack P 2 S 1   **Form:** Vic   **AI:** Top Ace **Val:** 9

#8   1 STD Intrepid   **Start:** Capture, 1:00, 3   **Waves:** 0   **Mother:** 0   **Win:** 0
                      Orders: Starship Circle   **Form:** Vic   **AI:** Top Ace **Val:** 9

* The Intrepid will enter the mission in one of three positions.

#9   3 T/F Alpha   **Start:** Capture, 1:18, 3   **Waves:** 0   **Mother:** 8   **Win:** 0
                      Orders: Attack All P 1   **Form:** Echelon Right **AI:** Officer **Val:** 9

#10 3 T/F Beta   **Start:** Capture, 3:00, 3   **Waves:** 3   **Mother:** 8   **Win:** 0
                      Orders: Attack All P 1   **Form:** Echelon Left **AI:** Veteran **Val:** 9

#11 3 T/B Gamma   **Start:** Capture, 1:24, 3   **Waves:** 3   **Mother:** 8   **Win:** 0
                      Orders: Attack All P 3 S 1 **Form:** Line Abreast **AI:** Veteran **Val:** 9

#12 6 T/I Iota   **Start:** Attack, 0, 8   **Waves:** 9   **Mother:** 8   **Win:** 0
                      Orders: Attack All P 1   **Form:** Vic   **AI:** Top Ace **Val:** 0

#13 6 T/B Theta   **Start:** Attack, 0, 8   **Waves:** 9   **Mother:** 8   **Win:** 0
                      Orders: Attack All P 1   **Form:** Vic   **AI:** Top Ace **Val:** 0

#14 1 Planet Orron III

OP 5: Protect Captured Satellites [max9]

#1   2 T/I Alpha   **Start:** Always, 0, No   **Waves:** 0   **Mother:** 3   **Win:** 0
                      Orders: Attack P 12 S 13   **Form:** Vic   **AI:** Top Ace **Val:** 9

* These TIE Interceptors start out in one of two positions, randomly determined.

#2   2 T/B Beta   **Start:** Always, 0, No   **Waves:** 1   **Mother:** 3   **Win:** 0
                      Orders: Attack P 12 S 13   **Form:** Vic   **AI:** Top Ace **Val:** 9

* These TIE Bombers start out in one of two positions, randomly determined.

#3   1 STD Intrepid   **Start:** Always, 0, No   **Waves:** 0   **Mother:** 0   **Win:** 0
                      Orders: Starship Fly Once **Form:** Vic   **AI:** Top Ace **Val:** 4

#4   1 T/I Delta   **Start:** Always, 1:00, No   **Waves:** 2   **Mother:** 3   **Win:** 0
                      Orders: Attack P 12 S 13   **Form:** Vic   **AI:** Top Ace **Val:** 9

#5   1 T/I Zeta   **Start:** Always, 2:00, No   **Waves:** 0   **Mother:** 3   **Win:** 0
                      Orders: Attack P 12 S 13   **Form:** Vic   **AI:** Top Ace **Val:** 9

#6   1 T/F Theta   **Start:** Always, 3:00, No   **Waves:** 0   **Mother:** 3   **Win:** 0
                      Orders: Attack P 12 S 13   **Form:** Vic   **AI:** Top Ace **Val:** 9

#7   1 T/F Iota   **Start:** Always, 4:00, No   **Waves:** 0   **Mother:** 3   **Win:** 0
                      Orders: Attack P 12 S 13   **Form:** Vic   **AI:** Top Ace **Val:** 9

#8   1 T/B Gamma   **Start:** Always, 5:00, No   **Waves:** 0   **Mother:** 3   **Win:** 0
                      Orders: Attack All P 12 S 13 **Form:** Vic   **AI:** Top Ace **Val:** 9

#9   1 T/B Eta   **Start:** Always, 6:00, No   **Waves:** 0   **Mother:** 3   **Win:** 0
                      Orders: Attack All   **Form:** Vic   **AI:** Top Ace **Val:** 9

#10	1 T/I Alpha	**Start:** Always, 7:00, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 3 **AI:** Top Ace	**Win:** 0 **Val:** 9
#11	1 T/F Beta	**Start:** Always, 8:00, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 3 **AI:** Top Ace	**Win:** 0 **Val:** 9
*#12	1 A-W Red [1]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#13	1 FRT Phoenix (comm sats)	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 4 **Val:** 0
#14	1 FRT Ojai	**Start:** Always, 9:00, No **Orders:** Board + Take P 13	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 2
#15	1 CRS Maximus	**Start:** Always, 9:00, 1 **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 16 **Val:** 1
#16	4 X-W Blue	**Start:** Always, 10:00, No **Orders:** Attack All	**Waves:** 4 **Form:** Vic	**Mother:** 15 **AI:** Ace	**Win:** 0 **Val:** 3

OP 6: Ambush in the Cron Drift [crndrft1]

*#1	2 X-W Red [1]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 2
#2	2 GUN Mu	**Start:** Always, 0:48, No **Orders:** Attack All P 5	**Waves:** 2 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 8
#3	1 FRT Ojai	**Start:** Always, 0:12, No **Orders:** Board + Deliver P 4	**Waves:** 0 **Form:** Line Astern	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 2
#4	1 CRV Jeffrey	**Start:** Always, 0, No **Orders:** Starship Wait Board P 5 S 3	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 0
#5	1 TRN Magnus (supplies)	**Start:** Always, 0:06, No **Orders:** Board + Deliver P 4	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 1
#6–14		1 asteroid			
#15	2 GUN Nu	**Start:** Always, 1:24, No **Orders:** Attack All P 1	**Waves:** 2 **Form:** Vic	**Mother:** 0 **AI:** Officer	**Win:** 0 **Val:** 9
#16	1 TRN Lambda	**Start:** Always, 1:12, No **Orders:** Attack Freighters P 3	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** **Val:** 7
#17	1 TRN Kappa	**Start:** Destroy, 0:30, 16 **Orders:** Attack Freighters P 4	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 7
#18	1 TRN Omicron	**Start:** Destroy, 0:30, 17 **Orders:** Attack Freighters	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 7
#19	1 TRN Sigma	**Start:** Destroy, 0:30, 18 **Orders:** Attack Freighters	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 0
#20	1 GUN Tru	**Start:** Destroy, 1:00, 2 **Orders:** Attack Freighters	**Waves:** 2 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 9

OP 7: Protect a Disabled X-wing [max18]

This mission has three possible **start**ing places for several ships. You may find it very difficult to complete, depending on which configuration is randomly chosen. If the mission seems impossible, try again and hope for easier **start**ing positions.

| #1 | 1 X-W Blue | **Start:** Always, 0, No | **Waves:** 0 | **Mother:** 0 | **Win:** 2 |
| | | **Orders:** Disabled | **Form:** Vic | **AI:** Top Ace | **Val:** 0 |

| *#2 | 3 A-W Red [1] | **Start:** Always, 0, No | **Waves:** 0 | **Mother:** 0 | **Win:** 0 |
| | | **Orders:** Close Escort P 1 | **Form:** Vic | **AI:** Top Ace | **Val:** 9 |

| #3 | 1 SHU ATK 253 | **Start:** Always, 2:00, No | **Waves:** 0 | **Mother:** 10 | **Win:** 0 |
| | | **Orders:** Board + Capture P 1 | **Form:** Vic | **AI:** Top Ace | **Val:** 2 |

* This shuttle craft may begin the mission one of three possible places.

| #4 | 3 GUN Mu | **Start:** Always, 1:00, No | **Waves:** 0 | **Mother:** 0 | **Win:** 0 |
| | | **Orders:** Attack P 1 | **Form:** Vic | **AI:** Top Ace | **Val:** 9 |

* These gunboats may begin the mission one of three possible places, one of them very close to the corvettes.

| #5 | 3 GUN Nu | **Start:** Always, 1:00, No | **Waves:** 0 | **Mother:** 0 | **Win:** 0 |
| | | **Orders:** Attack P 2 | **Form:** Vic | **AI:** Top Ace | **Val:** 9 |

* These gunboats may begin the mission one of three possible places, one of them very close to the corvettes.

| #6 | 3 GUN Tau | **Start:** Destroy, 1:00, 5 | **Waves:** 0 | **Mother:** 0 | **Win:** 0 |
| | | **Orders:** Attack P 2 | **Form:** Vic | **AI:** Top Ace | **Val:** 9 |

* These gunboats may begin the mission one of three possible places, one of them very close to the corvettes.

| #7 | 3 GUN Rho | **Start:** Destroy, 1:00, 4 | **Waves:** 0 | **Mother:** 0 | **Win:** 0 |
| | | **Orders:** Attack P 2 | **Form:** Vic | **AI:** Top Ace | **Val:** 9 |

* These gunboats may begin the mission one of three possible places.

| #8 | 1 SHU ATK 592 | **Start:** Destroy, 0, 3 | **Waves:** 0 | **Mother:** 10 | **Win:** 0 |
| | (troopers) | **Orders:** Board + Capture P 1 | **Form:** Vic | **AI:** Top Ace | **Val:** 1 |

* This shuttle craft may begin the mission one of three possible places.

| #9 | 1 SHU ATK 664 | **Start:** Destroy, 0, 8 | **Waves:** 0 | **Mother:** 10 | **Win:** 0 |
| | (troopers) | **Orders:** Board + Capture P 1 | **Form:** Vic | **AI:** Top Ace | **Val:** 2 |

* This shuttle craft may begin the mission one of three possible places.

| #10 | 1 STD Intrepid | **Start:** Capture, 0, 1 | **Waves:** 0 | **Mother:** 0 | **Win:** 0 |
| | | **Orders:** Starship Fly Once | **Form:** Vic | **AI:** Top Ace | **Val:** 4 |

| #11 | 1 CRV Tantive II | **Start:** Destroy, 0, 9 | **Waves:** 0 | **Mother:** 0 | **Win:** 0 |
| | | **Orders:** Starship Fly Once | **Form:** Vic | **AI:** Top Ace | **Val:** 5 |

| #12 | 1 CRV Tantive III | **Start:** Destroy, 0, 9 | **Waves:** 0 | **Mother:** 0 | **Win:** 0 |
| | | **Orders:** Starship Fly Once | **Form:** Vic | **AI:** Top Ace | **Val:** 5 |

| #13 | 1 CRV Tantive I | **Start:** Destroy, 0, 9 | **Waves:** 0 | **Mother:** 0 | **Win:** 0 |
| | | **Orders:** Starship Fly Once | **Form:** Vic | **AI:** Top Ace | **Val:** 5 |

#14 1 SHU Rescue | **Start:** Destroy, 0, 9 | **Waves:** 0 | **Mother:** 0 | **Win:** 2
(power generator) | **Orders:** Board + Deliver P 1 S 1 | **Form:** Vic | **AI:** Top Ace | **Val:** 1

* This shuttle craft may begin the mission one of three possible places.

#15 1 SHU Rescue 2 | **Start:** Always, 18:00, No | **Waves:** 0 | **Mother:** 0 | **Win:** 0
(power generator) | **Orders:** Board + Deliver P 1 | **Form:** Vic | **AI:** Top Ace | **Val:** 9

* This shuttle craft may begin the mission one of three possible places.

#16 4 T/B Iota | **Start:** Attack, 0:18, 10 | **Waves:** 9 | **Mother:** 10 | **Win:** 0
| **Orders:** Attack All P 2 | **Form:** Vic | **AI:** Top Ace | **Val:** 0

OP 8: Stop Hyperdrive Replacement [max1]

#1 1 FRT Kiam I | **Start:** Always, 0, 1 | **Waves:** 0 | **Mother:** 0 | **Win:** 0
(sensors) | **Orders:** Board + Deliver P 11 S 11 | **Form:** Vic | **AI:** Novice | **Val:** 7

#2 1 FRT Kiam II | **Start:** Always, 0, 1 | **Waves:** 0 | **Mother:** 0 | **Win:** 0
(supplies) | **Orders:** Board + Deliver P11 S11 | **Form:** Vic | **AI:** Top Ace | **Val:** 7

*#3 1 X-W Red [1] | **Start:** Always, 0, 1 | **Waves:** 0 | **Mother:** 0 | **Win:** 0
| **Orders:** Attack All | **Form:** Vic | **AI:** Novice | **Val:** 9

#4 2 A-W Blue | **Start:** Always, 0, 1 | **Waves:** 0 | **Mother:** 0 | **Win:** 0
| **Orders:** Close Escort P 3 | **Form:** Line Astern | **AI:** Top Ace | **Val:** 1

#5 2 T/F Alpha | **Start:** Always, 0, 1 | **Waves:** 0 | **Mother:** 11 | **Win:** 0
| **Orders:** Attack All P 3 S 4 | **Form:** Vic | **AI:** Top Ace | **Val:** 9

* These TIE Fighters may begin the mission one of two possible places, one very close to your position.

#6 2 T/F Beta | **Start:** Always, 0, 1 | **Waves:** 0 | **Mother:** 11 | **Win:** 0
| **Orders:** Attack All P 4 S 3 | **Form:** Vic | **AI:** Top Ace | **Val:** 9

* These TIE Fighters may begin the mission one of two possible places, one very close to your position.

#7 2 T/I Delta | **Start:** Always, 2:00, 1 | **Waves:** 2 | **Mother:** 11 | **Win:** 0
| **Orders:** Attack All P 4 | **Form:** Line Astern | **AI:** Officer | **Val:** 7

#8 2 T/I Gamma | **Start:** ID, 0, 12 | **Waves:** 3 | **Mother:** 11 | **Win:** 0
| **Orders:** Attack All P 3 | **Form:** Vic | **AI:** Top Ace | **Val:** 9

#9 2 T/I Zeta | **Start:** ID, 0, 13 | **Waves:** 3 | **Mother:** 11 | **Win:** 0
| **Orders:** Attack All P 3 | **Form:** Vic | **AI:** Top Ace | **Val:** 9

#10 2 T/I Theta | **Start:** Always, 3:00, 1 | **Waves:** 9 | **Mother:** 11 | **Win:** 0
| **Orders:** Attack All P 3 | **Form:** Vic | **AI:** Top Ace | **Val:** 9

#11 1 STD Intrepid | **Start:** Always, 0, 1 | **Waves:** 0 | **Mother:** 0 | **Win:** 0
| **Orders:** Starship Sit + Fire | **Form:** Vic | **AI:** Novice | **Val:** 0

#12 1 FRT Kiam III | **Start:** Always, 0, 1 | **Waves:** 0 | **Mother:** 0 | **Win:** 1
(hyperdrive) | **Orders:** Board + Deliver P 11 S 11 | **Form:** Vic | **AI:** Novice | **Val:** 7

* This Freighter, which is one of the main objects of this mission, may start in one of three places. All are equally distant from the Star Destroyer, but some are much farther away from your starting position.

#13	1 FRT Kiam IV (machinery)	**Start:** Always, 0, 1 **Orders:** Board + Deliver P 11 S 11	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 7

* This Freighter may start from one of three positions, but they only have meaning in that it makes this serve as a decoy for Kiam III or Kiam V, which are your targets.

#14	1 FRT Kiam V (hyperdrive)	**Start:** Always, 0, 1 **Orders:** Board + Deliver P 11 S 11	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 7

* This Freighter, which is one of the main objects of this mission, may start in one of three places. Some are much farther away from your starting position.

#15	6 T/I Iota	**Start:** Attack, 0,11 **Orders:** Attack All P 3 S 4	**Waves:** 9 **Form:** Vic	**Mother:** 11 **AI:** Top Ace	**Win:** 0 **Val:** 0

#16	1 Planet				

OP 9: Take Out Intrepid's Escort [std1]

*#1	3 Y-W Red [1]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Line Abreast	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 0
#2	1 X-W Blue	**Start:** Always, 0:06, No **Orders:** Close Escort P 1	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 1
#3	1 STD Intrepid	**Start:** Always, 0, No **Orders:** Starship Sit + Fire	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#4	1 CRV Viper 1 (stormtroopers)	**Start:** Always, 0, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 0
#5	1 CRV Viper 2 (stormtroopers)	**Start:** Always, 0, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 0
#6	1 CRV Viper 3 (stormtroopers)	**Start:** Always, 0, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 0
#7	3 GUN Mu	**Start:** Always, 0, No **Orders:** Close Escort P 6	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 0
#8	3 GUN Rho	**Start:** Always, 0, No **Orders:** Close Escort P 5	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 0
#9	3 GUN Tru	**Start:** Always, 0, No **Orders:** Attack P 1	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 0
#10	6 GUN Nu	**Start:** Attack, 0, 3 **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 3 **AI:** Top Ace	**Win:** 0 **Val:** 0
#11	6 T/B Nu	**Start:** Attack, 0, 3 **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 3 **AI:** Top Ace	**Win:** 0 **Val:** 0

OP 10: Destroy the Intrepid [std2]

*#1	2 X-W Red [1]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0

#2	4 Y-W Blue	**Start:** Always, 0, No	**Waves:** 6	**Mother:** 0	**Win:** 0
		Orders: Attack Starships P 9	**Form:** Vic	**AI:** Ace	**Val:** 0

#3	2 A-W Gold	**Start:** Always, 0:06, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Close Escort P 1	**Form:** Vic	**AI:** Top Ace	**Val:** 1

#4	4 T/F Alpha	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 9	**Win:** 0
		Orders: Attack All P 2 S 3	**Form:** Line Abreast	**AI:** Top Ace	**Val:** 0

#5	2 T/F Beta	**Start:** Always, 0, No	**Waves:** 9	**Mother:** 9	**Win:** 0
		Orders: Attack All P 3 S 2	**Form:** Finger Four	**AI:** Top Ace	**Val:** 0

#6	2 T/B Gamma	**Start:** Always, 0, No	**Waves:** 9	**Mother:** 9	**Win:** 0
		Orders: Attack All P 1 S 2	**Form:** Echelon Right	**AI:** Top Ace	**Val:** 0

#7	2 T/I Zeta	**Start:** Always, 0, 9	**Waves:** 9	**Mother:** 9	**Win:** 0
		Orders: Attack All P 1 S 3	**Form:** Vic	**AI:** Top Ace	**Val:** 0

#8	4 GUN Rho	**Start:** Always, 10:00, No	**Waves:** 9	**Mother:** 9	**Win:** 0
		Orders: Attack All P 1 S 3	**Form:** Double Astern	**AI:** Top Ace	**Val:** 0

* These Gunboats may appear in one of three positions. Two are very close to the Intrepid. One is farther away.

#9	1 STD Intrepid	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
		Orders: Starship Sit + Fire	**Form:** Vic	**AI:** Top Ace	**Val:** 0

OP 11: Deliver Plans to Princess Leia [leia]

In this mission, flight groups 5, 7, 8, and 9 may each appear in one of three positions, so it is difficult to determine where each will be at the beginning of the mission. For this reason, the Corvette carrying the princess will not always be found in the same **start**ing position.

*#1	1 X-W Red 2 [1]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack All	**Form:** Vic	**AI:** Top Ace	**Val:** 0

#2	2 X-W Gold	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack All	**Form:** Vic	**AI:** Ace	**Val:** 0

#3	1 STD Immortal	**Start:** Disable, 0, 7	**Waves:** 0	**Mother:** 0	**Win:** 0
	(Vader)	**Orders:** Starship Wait Return P 7	**Form:** Vic	**AI:** Top Ace	**Val:** 0

#4	1 CRV T-Force 1	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	(power generator)	**Orders:** Wait Until Ship P 13	**Form:** Vic	**AI:** Top Ace	**Val:** 9

#5	1 CRV T-Force 2	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	(supplies)	**Orders:** Starship Sit + Fire P 14 S 12	**Form:** Vic	**AI:** Top Ace	**Val:** 0

#6	1 CRV T-Force 3	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	(base equipment)	**Orders:** Wait Until Ship P 13	**Form:** Vic	**AI:** Top Ace	**Val:** 3

#7	1 CRV Tantive IV	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 2
	(Princess Leia)	**Orders:** Starship Wait Board P 9	**Form:** Vic	**AI:** Top Ace	**Val:** 9

#8	1 CRV T-Force 4	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
	(supplies)	**Orders:** Starship Sit + Fire P 14 S 12	**Form:** Vic	**AI:** Top Ace	**Val:** 0

#9	1 SHU Maria (DS plans)	**Start:** ID, 0, 7 **Orders:** Board + Deliver P 7	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 16 **Val:** 1
#10	1 SHU Epsilon (stormtroopers)	**Start:** Disable, 0:18, 7 **Orders:** Board + Capture P 7	**Waves:** 9 **Form:** Vic	**Mother:** 3 **AI:** Top Ace	**Win:** 0 **Val:** 1
#11	4 GUN Mu	**Start:** ID, 1:12, 7 **Orders:** Disable P 7	**Waves:** 0 **Form:** Vic	**Mother:** 13 **AI:** Top Ace	**Win:** 0 **Val:** 0
#12	4 GUN Tau	**Start:** ID, 1:06, 7 **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 13 **AI:** Top Ace	**Win:** 0 **Val:** 0
#13	1 STD Immortal (Vader)	**Start:** ID, 1:00, 7 **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#14	2 T/I Zeta	**Start:** Disable, 0:12, 7 **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 3 **AI:** Top Ace	**Win:** 0 **Val:** 0
#15	2 Y-W Blue	**Start:** Capture, 0, 7 **Orders:** Disable P 7	**Waves:** 2 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#16	1 SHU Fate	**Start:** Capture, 1:00, 7 **Orders:** Board + Capture P 7	**Waves:** 2 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 1

OP 12: Protect Princess Leia [intcep1]

#1	2 X-W Gold	**Start:** Always, 0, No **Orders:** Close Escort P 4 S 3	**Waves:** 0 **Form:** Line Astern	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 1
*#2	2 A-W Red [2]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Finger Four	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 9
#3	1 CRS Liberty	**Start:** Always, 0, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#4	1 CRV Tantive IV (Princess Leia)	**Start:** Always, 0, No **Orders:** Go Home	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 9
#5	1 STD Immortal	**Start:** Always, 0, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#6	3 T/I Alpha	**Start:** Always, 0, No **Orders:** Attack All P 1 S 2	**Waves:** 0 **Form:** Echelon Right	**Mother:** 5 **AI:** Officer	**Win:** 0 **Val:** 9
#7	3 T/I Beta	**Start:** Always, 0, No **Orders:** Attack All P 2 S 1	**Waves:** 0 **Form:** Line Abreast	**Mother:** 5 **AI:** Officer	**Win:** 0 **Val:** 9
#8	3 T/B Gamma	**Start:** Always, 0, No **Orders:** Attack All P 4 S 2	**Waves:** 2 **Form:** Double Astern	**Mother:** 5 **AI:** Officer	**Win:** 0 **Val:** 9
#9	3 GUN Tau	**Start:** Always, 2:00, No **Orders:** Attack All P 2 S 1	**Waves:** 1 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 0
#10	4 T/B Delta	**Start:** Always, 0, No **Orders:** Attack All P 4	**Waves:** 2 **Form:** Echelon Left	**Mother:** 5 **AI:** Veteran	**Win:** 0 **Val:** 9
#11	4 T/B Zeta	**Start:** Attack, 0, 5 **Orders:** Attack All P 2	**Waves:** 9 **Form:** Vic	**Mother:** 5 **AI:** Top Ace	**Win:** 0 **Val:** 0

Tour of Duty 3

OP 1: Guard Weapons Transfer [defend2]

#	Craft	Start / Orders	Waves / Form	Mother / AI	Win / Val
*#1	2 A-W Red [1]	Start: Always, 0, No Orders: Attack P 2 S 3	Waves: 0 Form: Vic	Mother: 0 AI: Officer	Win: 0 Val: 9
#2	3 T/F Alpha	Start: Always, 0, No Orders: Attack P 1	Waves: 2 Form: Line Astern	Mother: 10 AI: Ace	Win: 0 Val: 9
#3	3 T/F Beta	Start: Always, 0, No Orders: Attack P 6 S 8	Waves: 0 Form: Line Astern	Mother: 10 AI: Ace	Win: 0 Val: 9
#4	3 T/B Gamma	Start: Always, 0, No Orders: Attack Freighters P 8 S 9	Waves: 0 Form: Echelon Left	Mother: 10 AI: Ace	Win: 0 Val: 7
#5	3 T/B Delta	Start: Always, 0, No Orders: Attack Freighters P 9 S 8	Waves: 0 Form: Echelon Right	Mother: 10 AI: Ace	Win: 0 Val: 7
#6	1 CON Dara 2 (military equip.)	Start: Always, 0, No Orders: Stationary	Waves: 0 Form: Vic	Mother: 0 AI: Veteran	Win: 0 Val: 0
#7	1 CON Dara 1 (military equip.)	Start: Always, 0, No Orders: Stationary	Waves: 0 Form: Vic	Mother: 0 AI: Veteran	Win: 0 Val: 0
#8	1 FRT Sidral II (military equip.)	Start: Always, 0, No Orders: Rendezvous	Waves: 0 Form: Vic	Mother: 0 AI: Top Ace	Win: 2 Val: 0
#9	1 CRV Frazier	Start: Always, 0:24, No Orders: Board + Deliver P 8	Waves: 0 Form: Vic	Mother: 0 AI: Top Ace	Win: 2 Val: 5
#10	1 STD Immortal	Start: Always, 0, No Orders: Starship Sit + Fire	Waves: 0 Form: Vic	Mother: 0 AI: Top Ace	Win: 0 Val: 0
#11	6 T/I Zeta	Start: Attack, 0, 11 Orders: Attack All P 1	Waves: 9 Form: Vic	Mother: 0 AI: Top Ace	Win: 0 Val: 0

OP 2: Destroy Repair Dock [yraid]

#	Craft	Start / Orders	Waves / Form	Mother / AI	Win / Val
*#1	2 Y-W Red [2]	Start: Always, 0, No Orders: Attack Freighters	Waves: 0 Form: Line Abreast	Mother: 0 AI: Top Ace	Win: 0 Val: 9
#2	4 TRN Lambda	Start: Always, 0, No Orders: Disabled	Waves: 0 Form: Double Astern	Mother: 0 AI: Novice	Win: 1 Val: 0
#3	3 SHU Omega	Start: Always, 0, No Orders: Stationary	Waves: 0 Form: Double Astern	Mother: 0 AI: Novice	Win: 1 Val: 0
#4	1 FRT Repair Dock	Start: Always, 0, No Orders: Stationary	Waves: 0 Form: Vic	Mother: 0 AI: Veteran	Win: 1 Val: 0
#5	2 mines				
#6	1 CRV Falcon	Start: Always, 0, No Orders: Starship Sit + Fire P 4	Waves: 0 Form: Line Abreast	Mother: 0 AI: Top Ace	Win: 0 Val: 9
#7	1 mine				

#8	6 T/B Zeta	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Double Astern	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 0
#9	2 mines				
#10	2 T/B Gamma	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Line Abreast	**Mother:** 0 **AI:** Officer	**Win:** 1 **Val:** 0
#11	2 T/F Beta	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Echelon Left	**Mother:** 0 **AI:** Officer	**Win:** 1 **Val:** 4
#12	3 T/F Delta	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Double Astern	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 0
#13	2 T/I Alpha	**Start:** Attack, 2:18, 4 **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 15 **AI:** Top Ace	**Win:** 0 **Val:** 9
#14	2 T/B Eta	**Start:** Attack, 2:24, 4 **Orders:** Attack All	**Waves:** 1 **Form:** Line Astern	**Mother:** 15 **AI:** Officer	**Win:** 0 **Val:** 0
#15	1 FRG Vulture	**Start:** Attack, 2:00, 4 **Orders:** Starship Fly Once P 1	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9

* The Vulture may appear in one of three places.

#16 1 Planet

OP 3: Capture Military Transport [max14]

#1	3 X-W Blue	**Start:** Always, 0, No **Orders:** Loose Escort P 5	**Waves:** 0 **Form:** Line Abreast	**Mother:** 0 **AI:** Officer	**Win:** 0 **Val:** 9
* #2	3 Y-W Red [1]	**Start:** Always, 0, No **Orders:** Close Escort P 5	**Waves:** 0 **Form:** Line Abreast	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#3	1 SHU Hunter (boarding party)	**Start:** Always, 0, No **Orders:** Board + Capture P 5	**Waves:** 0 **Form:** Vic	**Mother:** 13 **AI:** Top Ace	**Win:** 0 **Val:** 2
#4	1 SHU Hunter 2 (boarding party)	**Start:** Disable, 0, 5 **Orders:** Board + Capture	**Waves:** 1 **Form:** Vic	**Mother:** 13 **AI:** Top Ace	**Win:** 0 **Val:** 1
#5	1 TRN Omicron (military advisors)	**Start:** Always, 0, No **Orders:** Disabled	**Waves:** 0 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 3 **Val:** 6
#6	3 GUN Mu	**Start:** Always, 1:00, No **Orders:** Attack P 1 S 2	**Waves:** 1 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9

* These Gunboats may enter the mission at one of three positions.

#7	1 TRN Lambda (boarding party)	**Start:** Always, 4:00, No **Orders:** Attack P 5	**Waves:** 2 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 2
#8	3 GUN Rho	**Start:** Always, 1:00, No **Orders:** Attack P 1 S 2	**Waves:** 9 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 9

* These Gunboats may enter the mission at one of three positions.

#9	1 STD Immortal	**Start:** Capture, 1:00, 5	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Starship Fly Once	**Form:** Vic	**AI:** Top Ace	**Val:** 3
#10	6 T/I Alpha	**Start:** Attack, 0, 9	**Waves:** 9	**Mother:** 9	**Win:** 0
		Orders: Attack All S 2	**Form:** Double Astern	**AI:** Top Ace	**Val:** 0
#11	6 T/B Theta	**Start:** Attack, 0, 9	**Waves:** 9	**Mother:** 9	**Win:** 0
		Orders: Attack All P 2	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#12	6 T/F Beta	**Start:** Capture, 2:00, 5	**Waves:** 9	**Mother:** 9	**Win:** 0
		Orders: Attack P 1 S 2	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#13	1 FRG Inad	**Start:** Capture, 0, 5	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Starship Wait Return	**Form:** Vic	**AI:** Top Ace	**Val:** 0

OP 4: Scramble! [max17]

*#1	3 X-W Red [3]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 9	**Win:** 0
		Orders: Attack All P 6 S 7	**Form:** Echelon Right	**AI:** Veteran	**Val:** 1
#2	2 A-W Blue	**Start:** Always, 0, No	**Waves:** 2	**Mother:** 9	**Win:** 0
		Orders: Attack All	**Form:** Vic	**AI:** Veteran	**Val:** 9
#3	1 STD Immortal	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Go Home	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#4	1 STD Immortal	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Starship Fly Once	**Form:** Vic	**AI:** Top Ace	**Val:** 9

* When the Immortal returns to the scene of this mission after six minutes, it will appear in one of two positions. One is much closer to the action than the other!

#5	6 T/B Alpha	**Start:** Always, 0:18, No	**Waves:** 0	**Mother:** 3	**Win:** 0
		Orders: Attack Starships P 9	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#6	6 T/I Alpha	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 3	**Win:** 0
		Orders: Attack All P 1 S 2	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#7	6 T/B Gamma	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 3	**Win:** 0
		Orders: Attack Starships P 9	**Form:** Echelon Left	**AI:** Top Ace	**Val:** 9
#8	6 T/B Delta	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 3	**Win:** 0
		Orders: Attack Starships P 9	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#9	1 CRS Defiance	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 2
		Orders: Starship Fly Once	**Form:** Vic	**AI:** Top Ace	**Val:** 9
#10	4 T/I Zeta	**Start:** Always, 7:00, No	**Waves:** 0	**Mother:** 4	**Win:** 0
		Orders: Attack All S 1	**Form:** Line Abreast	**AI:** Top Ace	**Val:** 9
#11	4 T/B Beta	**Start:** Always, 8:00, No	**Waves:** 9	**Mother:** 4	**Win:** 0
		Orders: Attack All P 1	**Form:** Line Abreast	**AI:** Veteran	**Val:** 0
#12	6 T/I Iota	**Start:** Attack, 0, 4	**Waves:** 9	**Mother:** 4	**Win:** 0
		Orders: Attack Starships P 9	**Form:** Vic	**AI:** Top Ace	**Val:** 9

#13 3 T/I Zeta	**Start:** Always, 7:00, No **Orders:** Attack All P 1 S 2	**Waves:** 1 **Form:** Vic	**Mother:** 4 **AI:** Veteran	**Win:** 0 **Val:** 0
#14 6 T/I Eta	**Start:** Attack, 0, 4 **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 4 **AI:** Top Ace	**Win:** 0 **Val:** 0
#15 6 T/I Iota	**Start:** Attack, 9:00, 4 **Orders:** Attack All P 1	**Waves:** 9 **Form:** Line Abreast	**Mother:** 4 **AI:** Top Ace	**Win:** 0 **Val:** 0
#16 1 Planet Bestine				

OP 5: Intercept and Capture [wyresc3]

*#1 1 Y-W Red [1]	**Start:** Always, 0, No **Orders:** Disable All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#2 1 SHU Rescue 1 (attack team)	**Start:** Disable, 1:00, 5 **Orders:** Board + Take P 5	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 1
#3 2 X-W Blue	**Start:** Always, 0, No **Orders:** Go Home	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9

* These X-wings may appear in one of three positions.

#4 2 GUN Rho	**Start:** Always, 0, No **Orders:** Close Escort P 5	**Waves:** 0 **Form:** Echelon Right	**Mother:** 7 **AI:** Veteran	**Win:** 0 **Val:** 6
#5 1 CRV Godar (design team)	**Start:** Always, 0 No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 4 **Val:** 4
#6 2 GUN Tau	**Start:** Always, 0, No **Orders:** Close Escort P 5	**Waves:** 0 **Form:** Vic	**Mother:** 7 **AI:** Veteran	**Win:** 0 **Val:** 4
#7 1 STD Immortal	**Start:** Always, 0, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 9
#8 2 T/F Alpha	**Start:** Always, 0, No **Orders:** Close Escort P 4 S 5	**Waves:** 0 **Form:** Line Abreast	**Mother:** 7 **AI:** Veteran	**Win:** 0 **Val:** 6
#9 2 T/F Beta	**Start:** Always, 0, No **Orders:** Close Escort P 5 S 6	**Waves:** 0 **Form:** Vic	**Mother:** 7 **AI:** Ace	**Win:** 0 **Val:** 5
#10 2 T/F Gamma	**Start:** Always, 0, No **Orders:** Close Escort P 6 S 4	**Waves:** 0 **Form:** Vic	**Mother:** 7 **AI:** Top Ace	**Win:** 0 **Val:** 3
#11 3 T/I Delta	**Start:** Attack, 1:00, 5 **Orders:** Attack All	**Waves:** 9 **Form:** Finger Four	**Mother:** 7 **AI:** Veteran	**Win:** 0 **Val:** 9
#12 3 T/I Zeta	**Start:** Attack, 2:00, 5 **Orders:** Attack All P 1 S 3	**Waves:** 1 **Form:** Echelon Right	**Mother:** 7 **AI:** Veteran	**Win:** 0 **Val:** 9
#13 3 T/I Eta	**Start:** Disable, 1:00, 5 **Orders:** Attack All	**Waves:** 1 **Form:** Echelon Right	**Mother:** 7 **AI:** Officer	**Win:** 0 **Val:** 9
#14 3 T/I Iota	**Start:** Disable, 2:00, 5 **Orders:** Attack All P 3	**Waves:** 1 **Form:** Vic	**Mother:** 7 **AI:** Ace	**Win:** 0 **Val:** 9

#15 6 T/I Theta | **Start:** Attack, 0, 7 | **Waves:** 9 | **Mother:** 7 | **Win:** 0
Orders: Attack All P 1 S 2 | **Form:** Vic | **AI:** Top Ace | **Val:** 0

#16 1 Planet Coruscant

OP 6: Destroy Imperial Base [larry1]

#	Unit	Start / Orders	Waves	Mother	Win/Val
#1	4 CON Yar (equip. - power supply)	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Echelon Right	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 0
#2	3 CON Enna (weapons - launchers)	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Line Abreast	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 0
#3	3 T/B Beta	**Start:** Always, 8:00, No **Orders:** Attack All	**Waves:** 2 **Form:** Echelon Right	**Mother:** 7 **AI:** Top Ace	**Win:** 0 **Val:** 0
#4	4 CON Evad (machinery - tools)	**Start:** Always, 0, No **Orders:** Stationary	**Waves:** 0 **Form:** Echelon Left	**Mother:** 0 **AI:** Novice	**Win:** 1 **Val:** 0
#5	2 mines				
#6	2 FRT diputs (repair equip. - techs)	**Start:** Always, 4:00 No **Orders:** Fly Once + Ignore	**Waves:** 0 **Form:** Line Astern	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 9

* These freighters will appear in one of three positions when they enter the scene.

#	Unit	Start / Orders	Waves	Mother	Win/Val
#7	1 FRG Priam	**Start:** Always, 7:00, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#8	3 T/F Alpha	**Start:** Always, 7:18, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 7 **AI:** Top Ace	**Win:** 0 **Val:** 9
*#9	3 X-W Red [1]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#10–16	2 mines				

OP 7: Destroy Priam's Escort [larry2]

#	Unit	Start / Orders	Waves	Mother	Win/Val
*#1	2 Y-W Red [1]	**Start:** Always, 0, No **Orders:** Attack All P 7 S 8	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#2	2 A-W Blue	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#3	1 FRG Priam	**Start:** Always, 0, No **Orders:** Starship Sit + Fire	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#4	3 T/F Alpha	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 2 **Form:** Vic	**Mother:** 3 **AI:** Ace	**Win:** 0 **Val:** 0
#5	3 T/B Beta	**Start:** Always, 10:00, No **Orders:** Attack All	**Waves:** 3 **Form:** Vic	**Mother:** 3 **AI:** Top Ace	**Win:** 0 **Val:** 0
#6	3 T/F Gamma	**Start:** Always, 1:00, No **Orders:** Attack All	**Waves:** 1 **Form:** Vic	**Mother:** 3 **AI:** Ace	**Win:** 0 **Val:** 0

#7 1 CRV Dar Es I	**Start:** Always, 0, No **Orders:** Starship Circle	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 1 **Val:** 5
#8 1 CRV Dar Es II	**Start:** Always, 0, No **Orders:** Starship Circle	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 1 **Val:** 5
#9 1 CRV Dar Es III	**Start:** Always, 3:00, No **Orders:** Starship Circle	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 1 **Val:** 9
#10 1 TRN Omega (supplies - personnel)	**Start:** Always, 3:00, No **Orders:** Go Home	**Waves:** 0 **Form:** Vic	**Mother:** 3 **AI:** Top Ace	**Win:** 1 **Val:** 6
#11–12 3 mines				

OP 8: Capture the Frigate Priam [larry3]

*#1 1 A-W Red [1]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 6
#2 6 Y-W Gold	**Start:** Always, 0, No **Orders:** Disable P 9	**Waves:** 1 **Form:** Double Astern	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#3 1 TRN Jordi 1	**Start:** Disable, 1:00, 9 **Orders:** Go Home P 9	**Waves:** 0 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 9
#4 1 TRN Jordi 2	**Start:** Disable, 1:00, 9 **Orders:** Go Home P 9	**Waves:** 0 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 9
#5 1 SHU Panda 1 (crew - officers)	**Start:** Disable, 1:00, 9 **Orders:** Go Home P 9	**Waves:** 0 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 9
#6 1 SHU Panda 2 (crew - officers)	**Start:** Disable, 1:00, 9 **Orders:** Go Home P 9	**Waves:** 0 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 9
#7 1 TRN Assault 1 (commandos)	**Start:** Disable, 0, 9 **Orders:** Board + Capture P 9	**Waves:** 0 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 3
#8 1 TRN Assault 2 (commandos)	**Start:** Disable, 0, 9 **Orders:** Go Home	**Waves:** 0 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 9
#9 1 FRG Priam	**Start:** Always, 0, No **Orders:** Starship Sit + Fire	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 4 **Val:** 0
#10 3 T/F Alpha	**Start:** Always, 0:12, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 9
#11 1 T/B Beta	**Start:** Always, 2:00, No **Orders:** Attack All	**Waves:** 1 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 9
#12–13 2 mines				

OP 9: Capture Ethar I and II [assault2]

*#1 3 X-W Red [2]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 9

* Your group of X-wings will start the mission in one of three randomly determined positions, however the difference shouldn't affect the mission too much.

#2	1 CRV Ethar 1 (senator)	**Start:** Always, 0 No **Orders:** Disabled	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 3 **Val:** 5
#3	1 CRV Ethar 2 (admiral)	**Start:** Always, 0 No **Orders:** Disabled	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 3 **Val:** 5
#4	1 SHU Ceptor 1 (repair team)	**Start:** Always, 0, No **Orders:** Board + Deliver P 2	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 1
#5	1 SHU Ceptor 2 (repair team)	**Start:** Always, 0, No **Orders:** Board + Deliver P 3	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 1
#6	2 GUN Mu	**Start:** Create, 1:06, 9 **Orders:** Attack All P 9 S 10	**Waves:** 0 **Form:** Echelon Right	**Mother:** 0 **AI:** Officer	**Win:** 0 **Val:** 5
#7	3 GUN Rho	**Start:** Always, 0, No **Orders:** Attack All P 1 S 11	**Waves:** 1 **Form:** Line Abreast	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 9
#8	3 GUN Tau	**Start:** Always, 0, No **Orders:** Attack All P 12 S 1	**Waves:** 2 **Form:** Echelon Left	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 9
#9	1 SHU Rogue 2 (rescue team)	**Start:** Create, 6:00, 11 **Orders:** Board + Capture P 3 S 2	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 1
#10	1 SHU Rogue 1 (rescue team)	**Start:** Create, 6:00, 12 **Orders:** Board + Capture P 2 S 3	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 2 **Val:** 1
#11	3 Y-W Gold	**Start:** Always, 3:00, No **Orders:** Disable Freighters P 2 S 3	**Waves:** 0 **Form:** Echelon Left	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#12	3 Y-W Blue	**Start:** Always, 3:00, No **Orders:** Disable Freighters P 3 S 2	**Waves:** 0 **Form:** Echelon Right	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#13	2 GUN Nu	**Start:** Create, 2:00, 10 **Orders:** Attack All P 10 S 9	**Waves:** 0 **Form:** Echelon Left	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 5
#14	2 GUN Tau	**Start:** Capture, 2:00, 2 **Orders:** Attack All P 1 S 1	**Waves:** 0 **Form:** Echelon Left	**Mother:** 0 **AI:** Novice	**Win:** 0 **Val:** 5
#15	2 GUN Mu	**Start:** Capture, 3:00, 3 **Orders:** Attack All P 1	**Waves:** 3 **Form:** Echelon Right	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 5

OP 10: Guard Vital Supply Depot [max19]

*#1	3 A-W Red [1]	**Start:** Always, 0, No **Orders:** Close Escort P 2	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#2	4 CON ZL (power supply)	**Start:** Always, 0 No **Orders:** Stationary	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 10 **Val:** 0
#3	4 CON LT (weapons)	**Start:** Always, 0 No **Orders:** Stationary	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 10 **Val:** 0
#4	4 CON XZ (food supplies)	**Start:** Always, 0 No **Orders:** Stationary	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 10 **Val:** 0
#5	4 T/B Alpha	**Start:** Always, 2:00, 8 **Orders:** Attack P 1 S 2	**Waves:** 1 **Form:** Vic	**Mother:** 8 **AI:** Novice	**Win:** 0 **Val:** 9

#	Ship	Start / Orders	Waves / Form	Mother / AI	Win / Val
#6	4 T/B Beta	**Start:** Always, 6:00, No **Orders:** Attack P 1 S 4	**Waves:** 3 **Form:** Vic	**Mother:** 8 **AI:** Top Ace	**Win:** 0 **Val:** 9
#7	4 T/B Gamma	**Start:** Always, 4:00, No **Orders:** Attack P 1 S 1	**Waves:** 1 **Form:** Vic	**Mother:** 8 **AI:** Veteran	**Win:** 0 **Val:** 9
#8	1 FRG Retsub	**Start:** Always, 1:30, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 9

* This Nebulon B Frigate may appear in the mission in one of three positions, randomly determined.

#	Ship	Start / Orders	Waves / Form	Mother / AI	Win / Val
#9	3 A-W Blue	**Start:** Always, 13:00, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 16 **Val:** 9

* A-wing group Blue may appear in one of two positions thirteen minutes into the mission.

#	Ship	Start / Orders	Waves / Form	Mother / AI	Win / Val
#10	2 FRT Zep	**Start:** Always, 7:00, No **Orders:** Fly Once + Ignore	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0

OP 11: Defend the Independence [defend1]

#	Ship	Start / Orders	Waves / Form	Mother / AI	Win / Val
*#1	2 X-W Red [1]	**Start:** Always, 0, No **Orders:** Attack All P 9 S 12	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 9
#2	2 A-W Blue	**Start:** Always, 0 No **Orders:** Attack All P 10 S 5	**Waves:** 4 **Form:** Vic	**Mother:** 3 **AI:** Veteran	**Win:** 0 **Val:** 9
#3	1 CRV Ethar 2 (admiral)	**Start:** Always, 0 No **Orders:** Disabled	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 3 **Val:** 5
#4	1 CRS Independence (Mon Mothma)	**Start:** Always, 0, No **Orders:** Starship Fly Once	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Novice	**Win:** 2 **Val:** 9
#5	2 GUN Mu	**Start:** Always, 0, No **Orders:** Attack All P 2 S 1	**Waves:** 2 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 9
#6	6 T/B Alpha	**Start:** Always, 0, No **Orders:** Attack All P 3	**Waves:** 9 **Form:** Line Abreast	**Mother:** 11 **AI:** Top Ace	**Win:** 0 **Val:** 9
#7	6 T/B Eta	**Start:** Attack, 0, 11 **Orders:** Attack All P 1	**Waves:** 9 **Form:** Line Abreast	**Mother:** 11 **AI:** Top Ace	**Win:** 0 **Val:** 0
#8	6 T/I Zeta	**Start:** Attack, 0, 11 **Orders:** Attack All P 1 S 2	**Waves:** 9 **Form:** Vic	**Mother:** 11 **AI:** Top Ace	**Win:** 0 **Val:** 0
#9	4 T/B Beta	**Start:** Always, 0, No **Orders:** Attack All P 3 S 3	**Waves:** 5 **Form:** Line Abreast	**Mother:** 11 **AI:** Ace	**Win:** 0 **Val:** 9
#10	4 T/B Gamma	**Start:** Always, 0, No **Orders:** Attack All P 3 S 3	**Waves:** 6 **Form:** Line Abreast	**Mother:** 11 **AI:** Ace	**Win:** 0 **Val:** 9
#11	1 STD Immortal	**Start:** Always, 3:00, No **Orders:** Starship Circle P 3	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 9
#12	2 GUN Nu	**Start:** Always, 0, No **Orders:** Attack All P 2 S 1	**Waves:** 2 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 9

OP 12: Begin Death Star Assault [dstar1]

*#1	3 X-W Red [2]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 9
#2	3 T/F Alpha	**Start:** Always, 0 No **Orders:** Attack All P 1 S 13	**Waves:** 9 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 0
#3	2 T/B Beta	**Start:** Always, 0 No **Orders:** Attack All P 1 S 13	**Waves:** 9 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 0
#4	3 T/I Gamma	**Start:** Always, 0 No **Orders:** Attack All P 1 S 13	**Waves:** 9 **Form:** Vic	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 0
#5	2 GUN Mu	**Start:** Always, 0 No **Orders:** Attack All P 1 S 13	**Waves:** 9 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#6	1 CRV BB 45	**Start:** Always, 0, No **Orders:** Starship Circle P 1 S 13	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#7	1 CRV SB 35	**Start:** Always, 0, No **Orders:** Starship Circle P 1 S 13	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#8	4 T/A Delta	**Start:** Always, 0 No **Orders:** Attack All P 1 S 13	**Waves:** 9 **Form:** Line Abreast	**Mother:** 9 **AI:** Top Ace	**Win:** 0 **Val:** 0
#9	1 FRG Divad	**Start:** Always, 0, No **Orders:** Starship Sit + Fire	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#10	1 Comm-sat				
#11	Death Star				
#12	1 Planet Yavin				
#13	2 A-W Blue	**Start:** Always, 0, No **Orders:** Close Escort P 1	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Ace	**Win:** 0 **Val:** 3

OP 13: Attack Death Star Surface [dstar2]

*#1	2 X-W Red [2]	**Start:** Always, 0, No **Orders:** Attack All	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 0
#2	3 T/F Alpha	**Start:** Always, 0, No **Orders:** Attack All P 1	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Veteran	**Win:** 0 **Val:** 0
#3	3 T/F Beta	**Start:** Always, 17:00, No **Orders:** Attack All P 1	**Waves:** 9 **Form:** Vic	**Mother:** 15 **AI:** Top Ace	**Win:** 0 **Val:** 0
#4	2 T/F Gamma	**Start:** Destroy, 0:18, 2 **Orders:** Attack All P 1	**Waves:** 3 **Form:** Vic	**Mother:** 16 **AI:** Ace	**Win:** 0 **Val:** 0
#5	3 T/F Gamma	**Start:** Destroy, 0, 13 **Orders:** Attack All P 1	**Waves:** 0 **Form:** Vic	**Mother:** 0 **AI:** Top Ace	**Win:** 0 **Val:** 0
#6	2 T/B Delta	**Start:** Destroy, 0:12, 11 **Orders:** Attack All P 1	**Waves:** 3 **Form:** Vic	**Mother:** 14 **AI:** Ace	**Win:** 0 **Val:** 0

#7	3 T/F Zeta	**Start:** Always, 15:00, No	**Waves:** 9	**Mother:** 14	**Win:** 0
		Orders: Attack All P 1	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#8	2 T/F Eta	**Start:** Destroy, 1:18, 2	**Waves:** 3	**Mother:** 13	**Win:** 0
		Orders: Attack All P 1	**Form:** Vic	**AI:** Ace	**Val:** 0
#9	2 T/F Eta	**Start:** Destroy, 0, 16	**Waves:** 0	**Mother:** 13	**Win:** 0
		Orders: Attack All P 1	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#10	3 T/F Theta	**Start:** Always, 3:00, No	**Waves:** 2	**Mother:** 15	**Win:** 0
		Orders: Attack All P 1	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#11	2 T/B Iota	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack All P 1	**Form:** Vic	**AI:** Ace	**Val:** 0
#12	1 Nav-Sat				
#13	1 CON Hangar Port	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
	(TIE Squadrons)	**Orders:** Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#14	1 CON Hangar Port	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
	(TIE Squadrons)	**Orders:** Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#15	1 CON Hangar Port	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 1
	(TIE Squadrons)	**Orders:** Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#16	1 CON Hangar Port	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 15	**Win:** 1
	(TIE Squadrons)	**Orders:** Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0

OP 14: Death Star Trench Run [dstar3]

*#1	1 X-W Red [1]	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Stationary	**Form:** Vic	**AI:** Novice	**Val:** 0
#2–3	1 Nav-Sat				
#4	2 T/F Alpha	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack All P 1	**Form:** Vic	**AI:** Top Ace	**Val:** 0
#5	3 T/A Omega	**Start:** Always, 0, No	**Waves:** 0	**Mother:** 0	**Win:** 0
		Orders: Attack All P 1	**Form:** Vic	**AI:** Top Ace	**Val:** 0

Appendix E

THE X-WING TEAM

Larry Holland

Larry "???" Holland is the brains behind the X-Wing game, spending most of his nights sleeping on the futon in his office channeling messages from the Force. Larry began his career intending to be an anthropologist, studying at Cornell University and going on digs in France, Africa, India, etc. He's fond of telling you how he started out studying man's early evolution and his most primitive stone tools before turning his attention to the world of microcomputers.

Larry began programming out of a sense of curiosity and found himself almost accidentally involved in writing games. His early projects included games for the Commodore Vic 20 and the Commodore 64. With reluctance, Larry will tell you he worked on a product called Spike's Peak. He also worked on Super Zaxxon and his earliest simulation effort, Project Space Station.

Later, Larry began developing projects for Lucasfilm's Games Division where he has gained a reputation as one of the best simulator developers in the business. His games include HMS Pegasus, Strike Fleet, and the critically acclaimed World War II series of flight simulators: Battlehawks: 1942, Their Finest Hour: The Battle of Britain, and Secret Weapons of the Luftwaffe.

X-wing represents a culmination of the work that went before it, blending the Star Wars adventure with a spaceborne flight simulator.

Edward Kilham

Ed "Kill'em" Kilham started creating simple games and graphics systems on the Apple II while still in high school. He moved on to the Amiga in 1985 and wrote a color font editing utility called The Calligrapher.

Ed's next big project was RoboSport, written for Maxis while still attending the University of Oregon. He graduated in 1990 with a Magna Cum Laude in Computer Science.

Ed then joined LucasArts and began work on his cinematic engine. In late 1991, he officially joined Larry Holland's simulator team and began incorporating his cinematic approach with Larry's simulator technology.

Peter Lincroft

Peter graduated from of University of California at Berkeley with a degree in computer science. He's an expert in 3D polygon technology and concentrated on programming the in-flight polygon engine for X-Wing. He began working with LucasArts as an independent contractor in 1989, programming the DOS version of Pipe Dream. He joined Larry's flight sim group to work on Swotl.

David Maxwell

"Max" originally signed on with LucasArts as a technician in the Quality Assurance Department, where he tested games like Monkey Island, Night Shift, Swotl and the expansion disks for Swotl, Indiana Jones Graphic Adventure, Star Wars, Empire Strikes Back, Defenders of Dynatron City and more. Eventually, he joined Larry's team and began building missions for X-Wing. An ace simulator pilot, "Max" was afraid X-Wing would be too easy.

"One of my favorite missions used to be the one where you have to save the weapons cache, but then it was really hard and I had to tone it down. There's still a hard version. It has three different versions. One where the frigate comes right into the middle of all the Containers and just starts ripping on them. People say you can't win that one, but you can. You just play around the frigate and make them shoot at you instead. It's a matter of trying to draw off the fire. And there's just unlimited TIE Bombers that come out and you just sit there and blow up TIE Bombers in your A-wing. The A-Wing's my favorite fighter. I like it for the speed and because it's an interceptor and has concussion missiles.

"Another really fun one is Larry 1. That's the one I built where there's a bunch of Containers with Mines around them, and you have to take out the Containers and the Mines before the Frigate shows up, so it can eventually be captured. You have to be quick to destroy all the Mines. You destroy the Mines so your wingmen don't get blown up. You only have to destroy the Containers and freighters that fly through to complete the mission. But it's a good one because you only have a limited amount of time to do it. There's a lot to blow up. I like shooting Mines because it requires more accuracy, more like shooting targets.

"What I do is shoot the Mines and tell my wingmen to blow up the Containers. I take out the Mines to save them, tackling the Mines in sections. I'll tell my wingmen to wait and take out the bottom three first. When I get the Mines cleared out I tell my wingmen to attack the Containers while I finish off the Mines. And as soon as the Freighters come in I tell them to

attack the Freighters. Because you're in X-wings, they'll fire torpedoes. That way I get to save my torpedoes. In the meantime, I can still take out the rest of the Mines. After they're finished with that, I tell them to come back and finish off the Containers.

"We also tried to put variations in the way the missions unfolded. If you approach the mission differently, something will happen differently. So if you play, like, five times, you might see something new and have to change your approach — like maybe by attacking a Container could bring in a wave of Gunboats. If attacking that Container is not part of the win condition, you normally wouldn't do that; you'd only be doing it for points. We did a lot of that, so hopefully each mission every once in a while will be different. There are a couple of missions that have up to three different endings. Depends on what you do. For instance, in Tour of Duty 2 Mission 7, if you lose it one way, a Star Destroyer might come in and the captured X-wing will go up into it. If you win it one way, Corvettes will come in formation and save your tail and rescue it. If your timing is right, both will come in at the same time and have a major battle."
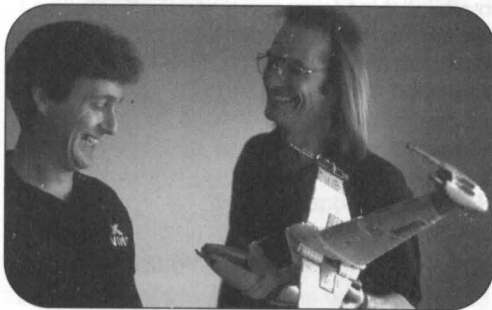
Dave Maxwell and Dave Wessman.

David Wessman

"Wotan" is an avid amateur military historian and totally avid computer game player. He and "Max" are long-time buddies and worked together to build missions for X-Wing. "Wotan" did all the research and wrote up the mission descriptions. He also added strategic ideas based on his studies of military history and Star Wars lore.

Dave has also been a tester for LucasArts for some time, working on Indiana Jones Graphic Adventure and Swotl and the Swotl expansions disks.

"Larry and Ed came up with the plot line. Actually a lot of the way the whole story came together was this kind of . . . everybody put something into it. The artists had their ideas of what would make a good cut scene and that influenced what kind of missions we built because we wanted them to go with the art and visa versa. Generally, Larry set down the overall structure and occasionally he'd give us specific missions that he would want designed. Other than that he let us be creative and then we took the best of what we had. We actually built about two or three times as many missions as we used. We ended up using the ones that worked the best. The limitations with the technology made it difficult to be really realistic because, for instance, if the Star Destroyer shows up to launch TIE Fighters at you, it's not going to piecemeal them out three at a time. It'll swamp you with a few squadrons. From the individual starfighter pilot's point of view, though, I think they came out pretty well.

"Every mission can be beaten and you don't have to know a secret to beat them. You can figure it out. That was an important consideration in design, that you can always figure it out even if you fail the mission the first time. The debriefing tells you exactly what you failed to do, and if you took a film of the missions, then you can go find those groups and see what they were doing and why you missed them. A lot of things happen very quickly and all at once, and your only notification is on the message line, that some new ship is being created or detected or destroyed, and you tend to miss those a lot. So you really have to keep cycling through the CMD to see what's out there or go to the map and survey the situation."

Martin Cameron

"Bucky" started out as a traditional illustrator. His mentor was Rick Sternbach. His work has been printed in Analog and Penthouse. Bucky began working on computer games in 1987 and has worked with Larry on every project since, plus numerous other LucasArts projects. He created 95% of the 3D models used to create the game. Most of the models were built using plans from plastic models because the ILM archives were being reorganized and the original models weren't available.

Jim McLeod

Jim's first computer game work was to create a couple of ships for Battlehawks in 1988. Since then, he has worked on all of Larry's projects as well as doing VGA upgrades for several of LucasArts' other projects. He did the original backgrounds for the first Monkey Island and animation for Indiana Jones and the Fate of Atlantis. For X-Wing, he created much of the two-dimensional artwork, including the medals, menu screens, and some of the animations as well as helping with the 3D work. His favorite mission so far (he was still on the first Tour of Duty when we talked) was Mission 8.

Jon Knoles

Jon is a resident Star Wars expert at LucasArts. He joined the company in 1990 and has worked on a string of products since then, including Nintendo Entertainment System versions of Star Wars, The Empire Strikes Back, and Defenders of Dynatron City as well as Super Star Wars for the SNES. He created storyboards, cut scenes, and the cockpits for X-Wing.

An Interview with Larry and Ed

LARRY: Ed and I took distinctly different parts of the game and both designed and programmed them as well as performed the project leadership — carried the vision of what the project was. Also, hand-holding people through parts of the project, cheerleading . . . wearing all kinds of hats.

The project was a long-time coming. I think it was originally conceived of — the idea of doing a space combat simulator — back at the conclusion of Battlehawks. So that was back in, I guess, 1988, when Battlehawks was done. At that time Broderbund had the Star Wars rights. So the (Lucasfilm) Games Division couldn't even do it at that point. We had to wait.

Anyway, when that license ran out, then we started thinking of doing it again, but I'm glad we waited until now because I think the technology finally reached the point where we could make it pay off. Back in 1989, I was just interested in carrying on my World War II stuff with Their Finest Hour and Secret Weapons. I had a lot I wanted to do on that topic. No one else could do Star Wars at that point. It was a property that we had taken control of and we weren't

worried that we were going to have to compete with another Star Wars game, whereas when you're doing simulators you always worry that someone else might also come up with the same idea as you. It's an open playing field.

DeMARIA: So you were planning this game while you were finishing Secret Weapons?

LARRY: Yes. Certainly. Actually, Ed started getting involved before Secret Weapons was done.

ED: In February of 1991 I was approached to start doing X-Wing by someone I was doing some work for at Lucasfilm. So I began to develop the simulation, the front-end cinematics, the animation system, in order to pull off a lot of the testing that we wanted to do. But I knew I wasn't really going to be able to come up with a simulator of the kind the project needed. They originally thought that I would do it all, but I knew that I would need to work with Larry, and when he came off of Swotl, thank goodness, I had the opportunity to join him and become part of his group. So the best part of it was that I was developing the whole front-end system during that entire time. I had an engine and a technology that could join with what Larry would do.

LARRY: There's a kitchen sink of possibilities and I always longed to have time to add a lot of things like guys sitting in the barracks looking out the back window and seeing planes coming in and landing and taking off and the battles take place — to start building an environment where a lot of things were happening. So, it was natural, then, that the progression in the way we went was to Ed's technology. It blended perfectly and it also provided a way to really differentiate our roles on the product. Whatever we did was synergistic. And Peter Lindcroff, the programmer, spent his time building the 3D technology, extending the 3D polygon engine that we had from Secret Weapons. So the three of us started programming. We were able to break up the project into various coherent pieces that worked out quite well.

ED: That's what really made the whole thing possible. We knew when we started the project that we wanted to get it done very quickly and there was a lot that had to go into it. We started out with extremely elaborate designs and we then trimmed down to something we really felt we could accomplish...

LARRY: Yeah, we started out with a Secret Weapons kind of approach. You know, actually, I learned my lessons in Secret Weapons because the project took longer than I would have liked. Ed and I started working on the design, looking to combine simulator elements with other types of game play. We wanted it to be a flexible game system that allowed people to do different parts, not be forced to go always along the path. We also wanted to have some story telling and some of the Wing Commander-like elements that were proving themselves to be what people wanted.

ED: There are some people who I know would love to see a Swotl-type approach to Star Wars where you had a larger universe to work with and maybe more freedom of choice and a more complex story . . .

LARRY: . . . a strategic approach, campaigns . . . well, all those elements we thought valuable as well, but we didn't want ourselves to try to build too much at once.

DeMARIA: You might expand this?

LARRY: Yes. Absolutely.

ED: We came into a situation with kind of two clashing metaphors. A metaphor of Wing Commander, which is a cinematic experience, and the metaphor of Secret Weapons of the Luftwaffe, which is a grand campaign experience. They didn't really work that well together. In fact, what we came to was a whole new kind of game that had we had never done before — so we had to learn how to make it.

DeMARIA: Did you see Wing Commander before you were on this project?

ED: Oh yeah, it was a very highly popular product that we had all seen and experienced it and knew that it was a new kind of genre that was really fascinating to work on. The whole idea of interactive movies is an interesting approach. We kind of tried to back away from that because again, we wanted to get into a game. We were making a game, we weren't making a movie and we weren't planning on doing that.

LARRY: To focus on it, I think one of the weaknesses of Wing Commander is the actual flight experience. It's a kind of two-dimensional arcade-like experience. What we wanted to draw on were the strengths of our simulation background to create a world that people believe that they are in, flying around and doing a lot of little, dynamic things. Also, it has always been our intention with the evolution of the display, the graphics, to move to polygons. I always saw bit maps as an interim step until the performance capabilities of the machines allowed us to start creating polygon images that were detailed.

X-Wing is a true polygon game, but also it's hybrid technology . . . One of those great sort of breakthroughs we had when we were working on the 3D technology was to integrate the pulley (the bit map) with the 3D technology. So moving forward now, we've got a really good foundation. The bit maps are integrated at the lowest level into the polygon technology in a way that allows explosions or whatever we choose. So we have a real sort of war chest of different approaches to use.

ED: And hopefully, even as our technology becomes more sophisticated and the machines become better, my system and their system will become fully integrated. We're already seeing that out in the industry — 2-D and 3-D systems very tightly integrating — and that's really where all this is going . . . to the point where the actors, so to speak, that are in 2-D — the people we have talking can be integrated with views of ships flying by . . . or even three-dimensionally done personalities.

DEMARIA: You used 3D modeling for images in the cut scenes as well as in the documentation. Were the models used in the simulation built in 3D Studio and then trimmed down?

LARRY: They were built by a separate method. They were actually created in AutoCAD first, because they're very simple and we had to keep control of the exact number of polygons. Something like 100 polygons would be considered a lot for our flight engine models. So we had a special guy do that using AutoCAD, and then Peter Lincroft wrote a utility that we call Twiddle which allowed us to twiddle the models and tweak them. I wanted to call it Tweak, but he wanted to call it Twiddle, so it ended up Twiddle.

Taking those AutoCAD files, we wrote conversions, utilities that would allow us to analyze the model because it wasn't just the point definition of the models that was important. There was a lot of rendering information about how to sort all the polygons, break them up into components . . . One of the elements we wanted to stress was like when you hit an X-wing, a wing would blow off. Or when you hit the TIEs there's a hierarchy of pieces and components within the models. So those were sort of hand-crafted by AutoCAD and into Twiddle and into the game and I think Rod has produced some really neat things that ... I think come off pretty well considering the small number of polygons that are on them.

The best comment I've heard so far is that people got images of something from the movies, something popped into their head — an X-wing battling a TIE fighter, for instance.

Originally we were going to try to use bit maps for medium distances and then do a transition to a polygon version of a spacecraft or object. But the polygon versions were looking so good and the problem with the bit maps was they took a lot of space. Like in Swotl. They restricted the number of different aircraft that we could have at once in a particular mission. There would be like a limitation of like four. Going to polygons, they took a lot less storage. We didn't have the same limitations.

DEMARIA: In Swotl, you already had to face the challenge of taking a situation where there were an ungodly number of planes in the air and reduce it down to the scope that the game could handle. You had some similar challenges in X-Wing. For instance, in some Star Wars battles there might be 30 or 40 starfighters, several capital ships . . .

LARRY: We made some real advances in the way we built missions. For me, personally, the way we designed and built missions was one of the things I was most proud of . . . coming up with a new way to create missions that were more story oriented — the way the different craft triggered events and interacted and worked with each other. In Swotl, typically you had to create all the craft that were going to be in the mission at the beginning. Because we wanted the missions to be short, so the American craft would suddenly show up, only they really had to be flown from England.

DEMARIA: We didn't have hyperspace then.

LARRY: Right, they didn't have hyperspace and they didn't just pop out from essentially aircraft carriers in space, which is what all these starships are. So designing X-Wing we came up with a new idea on how to build missions that, among other things, would let us have a lot more craft simultaneously in the air —I mean space—like about 28, where Secret Weapons had about 15.

And then we could spread those craft out more over time. During the missions, some of the craft that would get triggered — were created, sent out by a Star Destroyer based upon a particular event. So it became very cool the way stuff would show up more in response to what the player did. The events that took place were less random and more consistent with the actions taking place.

It was a kind of simple idea but in the implementation, it suddenly opened all kinds of things, like hyperspace in when someone docks or gets captured . . . all of a sudden you start triggering these advances to the mission development. You really feel like you're impacting something because of the way everything interacts.

The scale of the story we're telling is localized in the sense that we're looking at a particular event or engagement, whereas in something like Swotl, you're talking more about thousand-bomber missions, all going and trying to bomb oil refineries here or there. You're just like one bomber in a massive group. It's a different scale.

You look at the movie, Luke Skywalker a man in one spacecraft, an X-wing, actually went down to destroy this monstrous man-made Death Star. So we operate on the heroic scale of a single guy having an impact on larger-than-life events, but still you wanted the sense of the larger story going on around the hero.

The hardest thing to balance actually is the skill level. For awhile while we were tuning, the player sometimes didn't have to do anything, and there'd still be a Rebel victory. We really wanted the player to be central, though. His efforts primarily determine victory or defeat.

DEMARIA: I'm interested in the role of wingmen in X-wing. Sometimes I wish they'd be more effective. Other times I wish they'd just go away.

LARRY: You can't have the wingmen be too active — get too many kills. Most players will just tell them to stop. Or go home. But they do fulfill a role. We're constantly trying to find the right balance between effectiveness and interference. The trouble is, it's almost impossible to please everybody. Some people want the missions to be harder. Many others think they're too hard. In the end, the more you learn to use the weapons and energy systems, the wingmen, and the other capabilities of your starfighter, the more you'll succeed. We tried to design a lot of different challenges in the game. Sometimes you'll go head-to-head against another starfighter. Other times you may have to penetrate a minefield or even attack a Star Destroyer. In the end, you get to destroy the Death Star, but you have to earn the opportunity.

DEMARIA: How many times did you see the Star Wars movies?

LARRY: Not that many. I wasn't the guy that went back and saw this 25 times. I probably saw it four or five times. Probably only about twice in the movies but then I probably watched it five times. I've paused a lot of parts of the movies, and looked through them, but I'd say, just a few.

ED: When I was young, I watched Star Wars five times and I watched all the others a couple of times. During the course of the project I watched each of the movies, not that much, four or five times. The thing was, I was hanging around with the artists and they were watching it almost continuously. If I hang around with them at all, they always have Jedi or Empire on.

LARRY: There are parts that you watch a lot of times, like the descent on the Death Star at the end of Star Wars, and I personally watch all the combat sequences, to look at the lasers and the weaponry and all that stuff . . . more than the plot.

ED: You get the musical themes to figure out all the really powerful moments, like how did Darth come into situations, that kind of thing.

LARRY: We watched all three of them. Even though the story line in the game is sort of like pre-Star Wars and then Star Wars itself, we actually watched all three of the movies early intentionally to look for style, any situations.

ED: One thing I enjoyed a lot was reading all the books, reading all the literature out there. Timothy Zahn, a lot of the old Han Solo books and the comic books . . . finding out the whole history and story of the universe and trying to figure out what had really gone on during the period of time we chose to depict was really very enjoyable. And to find out what really worked and what didn't work in all of those — trying to tie them all together and make it seem possible.

LARRY: I think the challenge for us was all these different avenues that the Star Wars stuff that's gone . . . the West End books, Timothy Zahn, and all that. It certainly wasn't necessarily consistent or thought out in a way to try to fit in with other people, but we stayed consistent within our group.

DEMARIA: What about a sequel to X-Wing?

LARRY and ED: Sequel? Well, don't tell anybody, but we've been looking into the Dark Side.
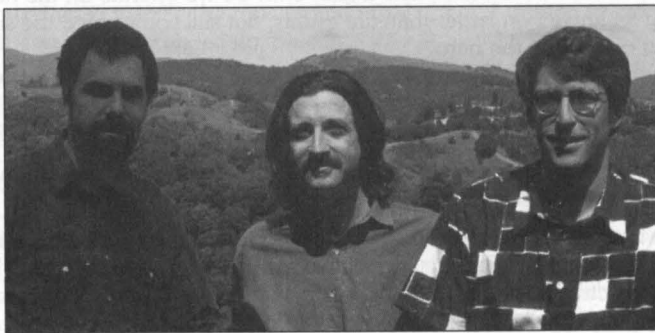
The author with Ed and Larry.

Most Commonly Asked Questions About X-Wing

These questions and answers were provided by LucasArts' Customer Support Department. They are the most commonly asked technical questions about X-Wing. Of course, any strategy questions have already been answered within these pages!

Q: There's snow (little white dots) on my screen! What's causing it?

A: Engine glow from the Imperial Frigates will sometimes cause snow. You can turn the engine glow off by going to the inflight detail screen (Hit Esc, then the left or right arrow at the top of the screen) and turn the engine glow to the off setting.

Q: When I fire my lasers, the game gets really choppy!

A: With the SoundBlaster and SBPro, the lasers firing along with the iMUSE score and other ships flying by is sometimes simply too much digitized sound for some machines to handle. To solve freezing/slowing problems, try setting "digitized sound" to the off setting. (Hit Esc while in flight and go to the configuration screen.)

Q: My game is slowing down and looking as if it's starting and stopping.

A: Check that your joystick is very firmly plugged in. Many people experience this problem with their joystick is loose.

Q: My music will stop and cut out while I'm in flight!

A: This is a random anomaly that may occur every 10-15 hours of game play. Generally, if you hit Esc while in flight, then return to the simulator, the music will return. If you're having this problem every 10-15 minutes of game play, be sure to check that your sound card and its accompanying software are installed correctly and that there are no DMA or IRQ conficts within your system. (See the README file on your X-Wing disk for more info.)

Q: Sometimes when something's exploding my game freezes cold and I have to reboot!

A: This is also a random and fairly rare anomaly. If it occurs more frequently than every 10-20 hours of game play, check the computer configuration as mentioned above.

Q: In Tour of Duty #3, there are 14 missions, but I only get 12 ribbons!

A: This is correct. The added missions are considred to be rewards in themselves.

Q: My Tour of Duty score always says "zero" in the "captured" section!

A: This is correct. In X-Wing, things are never captured, only disabled.

Q: Gee, those cutscene voices are low volume!

A: Cutscene voices, because they are sampled, tend to be lower volume than the music. If the voices are too low for your taste, you can turn up the volume.

Q: My X-Wing only fires on every other shot!

A: If you have a Roland card and your X-wing is set on single fire, it will only shoot from every other S foil.

Q: Any tips for flying the defensive missions?

A: When you first play a mission, find out the names of the flight group or groups targeting what you're protecting. Re-try the mission and immediately go after that group or groups. Or check Appendix D for the mission in question and you can read which flight groups are targeting which.

Glossary

Admiral Ackbar The leader of the Alliance space forces.

Agamar Keyan Farlander's home world. Located in the Lahara sector.

Ahsmar A Rebel pilot. He gets killed on a mission with Keyan Farlander.

Alderaan Princess Leia's home planet. It is destroyed by the Death Star.

Wedge Antilles One of the heroes of the battle of Yavin. He flies as one of Luke's wingmen. Wedge survives the battle.

ASC Alliance Starfighter Corps

Banthas Great wooly, elephant-like beasts found on many planets in the galaxy and domesticated by a variety of beings.

Basic Common language used throughout the galaxy.

Bestine A planet used by the Empire for a secret military base.

Binka trees Native to Agamar. The grow in a regular spacing and Keyan used them to practice maneuvers in his T-16 Skyhopper.

Bitz bugs Particularly tiny, annoying insectoids found on many planets. There are several varieties.

Blaster A generic term for weapons using packets or beams of intense light energy. Blasters come in all shapes and sizes and are the most commonly employed weapons in the galaxy.

Hamo Blastwell ace pilot and Keyan's first orientation officer. Little is known about Hamo's past, but he admits to having met Princess Leia. He's frequently away on mysterious assignments. MIA after Yavin.

Briggia Rebel base before Yavin.

C-3PO A protocol droid in the service of Princess Leia who becomes involved in the plot to destroy the Death Star.

Calamari A water planet, home world of the Calamarians and the Quarren.

Calamarian One of the two dominant races that inhabit Calamari; also, anything to do with Calamari.

Cardacs Transfer pilot from rogue squadrons to Independence. KIA when acting as Keyan's wingman.

Celanon A planet with two resources: agriculture and Celanon City.

Celanon City Hub of commerce in the Outer Rim of the galaxy.

Chatham House Where Mon Mothma and Bail Organa forged the Alliance.

Chewbacca Han Solo's friend; co-pilot of the Millennium Falcon.

Chiithii'n Name of the Sullustan navigator on the Independence.

Chintassa grass Specialized delicacy grown in specialized farms on various worlds. Features a vaguely spicy flavor

and is renowned for its nutritional properties. Usually marinated and steamed.

CMD The sensor readout on a starfighter.

Comm Communication lines, either on-board ship or ship to ship.

Corellian A native to the Corellian system. Notorious spacefarers.

Cron drift An asteroid belt in the Outer Rim.

CRV Abbreviation for Corvette.

Wex "TIE Die" Dafid Chief tactical training officer for Rebel Starfighter Command.

Biggs Darklighter Luke's friend for Tatooine who enlists in the Imperial Navy, then defects to the Alliance. KIA at Yavin.

Dellalt A planetary system in the Outer Rim.

General Dodonna Head of Starfighter Command. A member of the Alliance High Command.

Dogfighting Fighting one-on-one in starfighters or atmospheric fighters.

Dontal A Rebel pilot (KIA).

Droid artificially intelligent machine. A robot.

Drutash grubs Edible delicacy to the Sullustan. Offered to Keyan as a reward if he ever visits Sullust.

ELS Engine-Laser-Shield energy array.

Ewok Natives of a moon of the planet Endor.

Keyan Farlander Young Agamarian who enlists in the Rebel Alliance and becomes a hero flying various starfighters.

Kitha Farlander Keyan's sister, disfigured during an Imperial attack on her home town. Status unknown.

Fragged Fragmented; ASC slang for destroyed.

FRG Abbreviation for Frigate.

FRT Abbreviation for Freighter.

Gamorrean Short, porcine creatures from Gamorr. Belligerent by nature.

Breth Gart Young Agamarian who

becomes a starfighter pilot. KIA during the attack on the Imperial base at Kalla VII.

Ghorman Scene of an infamous massacre credited to the young Tarkin.

B'ante Hatcher Leader of the Rebellion on Agamar.

Holos 3D imaging system. Refers to the individual holo disks as well as the decks used to view them.

Homeworld A person's planet of origin.

Horansi A particularly competitive card game that becomes popular with Rebel pilots.

Horodi A Rebel pilot. KIA during the mission to capture the Corvettes Ethar I and II.

Hoska An animal often used for food because it is very easy to hunt down and tastes good.

Hyperdrive Complex technology designed to push spacecraft out of realspace and into hyperspace.

Hypered Slang for going into hyperspace.

Hyperspace A dimension of space/time that can be entered at faster-than-light speeds. Although time as we know it is not exactly adhered to in hyperspace, there is a corresponding point-to-point relationship between hyperspace and realspace, thus making it possible to move from one location to another very quickly. Hyperspace jumps require extensive calculations, however, which must be performed by an on-board computer or droid.

Inflight map Pilot's navigational map which shows nearby objects.

ISB Imperial secret police.

Sunnar Jan-lo Agamarian who joins the Alliance with Keyan and becomes a starfighter pilot, then transfers to Intelligence. Current whereabouts classified.

Jedi A mysterious group of highly trained warriors who helped bring an end to the Clone Wars and who helped establish the subsequent peace. Few Jedi are known to still live as the Emperor has systematically had them killed whenever he could.

Jinking Quick maneuvers used to throw off an enemy's aim during a dogfight.

Halley Kadorto An early hero of the Alliance; veteran of the Clone Wars. Currently ASC-retired.

Ben Kenobi Hermit who lives in the desert on Tatooine.

Obi-Wan Kenobi Famous Jedi general of the Clone Wars. Thought by most to be dead or missing. He becomes Luke Skywalker's mentor.

Klick Military slang for kilometer.

Commander Lagrane Keyan's debriefing officer.

Lahara A sector in the Outer Rim.

Lynia Delline Half-human aide to Mon Mothma who becomes Keyan's friend.

General Madine Commander of alliance Special Forces.

Casal Marskan Younger brother of Captain Ernek Marskan. KIA during the operation to recapture Ethar I and II.

Captain Ernek Marskan A senior flight leader for Blue Squadron.

Medevac Medical evacuation shuttle craft.

MGLT Unit of sub-light speed.

Aunt Mimya Keyan Farlander's aunt on Oort Tchis.

Misch'an A popular pilot sometimes assigned to Red Squadron on the Independence.

Moff An uber-governor.

Mothership The "home" ship for a fighter or other smaller craft.

Mon Mothma Elected leader of the Rebel Alliance.

Mugruebe stew A special Agamarian dish, not too popular throughout the galaxy. It is usually prepared with roots and a particular tree bark indigenous to Agamar, with chunks of a small mammal about twice the size of a WompRat.

Musti Small, intensely loyal domesticated creatures used as pets in urban areas. Can be trained to fulfill a variety of roles.

Mutandan porf A pasty blend of grain, meat, and spices generally served with flat bread and eaten with the hands. An acquired taste, but very filling. One of the ingredients seems to contain a slight stimulant.

Calna Muun A large city on Agamar.

Mytus VII A notorious prison planet, also known as Star's End.

Naeco A pilot in Red Squadron who is known for his practical jokes and accurate deflection shooting.

Namrhe A rookie pilot, KIA during a mission to capture Imperial military advisors.

Nebulon B Frigate A capital ship used by both the Rebels and the Imperial fleet.

Captain Nogdra former captain of the captured Corvette, Talon.

Nova The violent end of a star; ASC slang when used as a verb to describe what happens when a ship explodes in battle.

Omin-Oreh Bestinian pilot severely injured during mission to capture Imperial military advisors.

Oorn Tchis A small, rural world where Keyan Farlander's aunt and uncle live. Oorn Tchis is best known for exporting colorful fabrics and a rare ore used in guidance system design.

Princess Leia Organa Former senator of the Republic, now a principle member of the Alliance.

Orron III A small world located along a prime Imperial convoy route. Scene of a Rebel attack on an Imperial shipment.

Emperor Palpatine Former senator of the Republic who has himself declared Emperor, disbands the senate, and unleashes a reign of terror and oppression throughout the galaxy. A powerful being in league with the Dark Side.

Phard Kitel An ancient dynasty, predating the Republic.

Piringiisi A famous resort spot on Sullust, famous for its caustic green mud baths.

Jek Porkins A former trader and independent pilot who joins the Alliance and flies for a time with Red Squadron. KIA at Yavin.

Ndranth Poussan Agamarian native who joins the Rebels at the same time as Keyan. KIA in his first mission.

Quarren Natives of the seas of Calamari.

R2 unit A multi-purpose utility droid used for a variety of purposes, including acting as the computer unit for an X-wing or Y-wing fighter.

Repulsors Special lifting units designed for work close to surfaces with gravitational pull (i.e. planets, moons, or large capital ships).

Rodian A native of the planet Rodia. Notorious bounty hunters. Greedo is a bounty hunter killed by Han Solo in the Cantina in Mos Eisley.

Commander H. S'man One of the chief planning officers on board the Independence.

Scarns An unusual part of the Sullustan anatomy. You have to be a Sullustan to understand.

Sern Sector An area of the galaxy close to the Core where the famous massacre of Ghorman took place.

SHU Abbreviation for Shuttle.

Luke Skywalker Hero of Yavin. A native of Tatooine, natural starfighter pilot, and, as it turns out, Princess Leia's brother and Darth Vader's son.

Starfighter A small, mobile, armed spacecraft.

Starship Basically any space-going vehicle. Usually refers to larger craft.

Stormtroopers Intensely loyal Imperial troops.

Sullust Home planet of the Sullustan.

Sullustan Creatures with highly developed navigational senses.

T16 Skyhopper Pleasure and sport craft often flown on rural planets. The controls are very similar to those on an X-wing.

Tan'tro Pilot KIA during attack on Imperial weapons convoy.

Grand Moff Tarkin Chief architect of the Imperial doctrine of "rule by fear," and chief officer in charge of the Death Star project.

Tatooine Small desert planet known more for smuggling and its wild spaceport at Mos Eisley than anything else.

TIE Twin Ion Engine, designation for the Imperial fighter series.

Toalagar Former prisoner from Star's End, friend of Sam Raider, KIA in mission to rescue Wookiee slaves near Kashyyyk.

Tondatha Home town of Keyan Farlander, destroyed by Imperial forces in retribution for alleged Rebel activities.

Uncle Trinn Keyan's uncle on Oort Tchis.

TRN Abbreviation for Transport.

Turbolaser High-powered, quick-firing laser battery.

Tuz the pirate A Calamarian pirate working reluctantly undercover for the Alliance.

Darth Vader, Lord of the Sith Formerly Annakin Skywalker, Luke's father, who follows the Dark Side. Left for dead by his master, Obi-Wan Kenobi, Darth survives in a special outfit with breathing gear and other life support, but his power comes from the misuse of the Force.

Veronian berry wine One of the finest vintages in the galaxy, though many imitations are sold, and even some young Veronian wines are no better than more common varieties.

Wingman A pilot who flies in a formation with one or more other pilots. Designation of wingman usually implies that he should consider the protection of his flight leader as the highest priority, though battle conditions often change the role of wingman to leader in an instant.

WompRat Small, quick-moving mammal found on Tatooine and some other systems. Hunted for sport by would-be pilots. Not much good for anything else.

Wookiee Native of the dominant species of the world Kashyyyk.

Wotan Developer of the famous weave technique used by starfighter pilots to avoid enemy fire.

Yavin Large gas giant. One of its moons is used temporarily by the Rebels as a military base until the Death Star attack.

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