

StarWars: Rebellion

The UN-official Strategy Guide
and
answers to Frequently Asked Questions
ver. 1.05

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1. Introduction

1.1 What is StarWars: Rebellion?

Star Wars Rebellion is a grand strategy game of galactic expansion and domination. At the game's start, players choose to take the role of either the Rebel Alliance or the Galactic Empire. Players then battle it out for control of the known Star Wars galaxy (up to 200 systems) through strategic deft and tactical savvy.

Star Wars Rebellion takes the "macro" approach to strategy gaming. All the "action" takes place in space over systems, not on them. There are two major components of the game, Strategic and Tactical, and players must satisfy specific victory conditions in order to win the game. *(Taken from the Lucasart Web-site at URL:
<http://www.lucasarts.com/static/rebellion/rebellion.htm>)*

1.2 Features of StarWars: Rebellion

- Set in the Star Wars galaxy with up to 200 worlds to explore and control
- A Star Wars fantasy come true: at the start of each game, players take command of either the Rebel Alliance or the Galactic Empire Strategy portion lets players manage manufacturing, resources, fleet deployment and mission assignments.
- Innovative real-time 3D Tactical component lets players micromanage battle sequences - almost a separate game in itself.
- Players "play" characters drawn from Star Wars, such as Luke Skywalker, Mon Mothma and Admiral Thrawn. 55 characters in all.
- Varying difficulty levels for novice and veteran players.
- Infinite hours of gameplay: new games require new strategies LAN, Internet (www.zone.com) and modem-to-modem for two-player games. *(Taken from the Lucasart Web-site, URL above)*

1.3 What are the system requirements for StarWars: Rebellion?

Minimum Requirements

Computer: 100% Windows 95 DirectX compatible computer required.
Graphics Card: PCI Graphics card required.
CPU: Pentium 90 or faster required.
Pentium 100 or faster recommended for Multiplayer play. Pentium 133 or faster recommended for Internet play.
Memory: 16MB RAM required. 32MB RAM recommended.
CD-ROM: Quad speed CD-ROM drive required.
Sound Card: 100% Windows 95 compatible 16-bit sound card required.
Input Device: 100% Windows 95 compatible keyboard or mouse required.
DirectX: CD includes necessary Microsoft™ DirectX 5.0 drivers. You must have DirectX 5.0 installed on your computer to play Star Wars Rebellion.
Installation: Minimum installation requires 53MB free hard disk space; Typical Installation requires 113 MB; Maximum Installation requires 151 MB.

(Taken from the Tsguide.doc and the StarWars:Rebellion CD)

1.4 Credits where credits are due.

Thanks to Lucasarts for making this awesome strategy game, and to the The Zone for making it available for free Internet play!

Thanks to those that I've played on The Zone, thus making it possible for me to write this FAQ. I wouldn't have known these things if it weren't for you! Especially *Wyvern* and *Alltime* and *MA_Tomrad* for "beta-testing" :-)

Thanks to Kuo-Sheng (Kasey) Chang, who by writing the XCOM FAQ's showed my how it's done.

I expect this list of thanks will grow after a while, when new revisions of this FAQ will be released. Anyone is welcome to contribute their tips & tactics or other. All new tactics will be credited to the one first one that sent it in. Send your contribution to: xiriod@online.no

1.5 FAQ distribution.

The latest version of this FAQ can be found at this URL:
<http://home.sol.no/~xiriod/rebel/>

It can also be found at these locations:
<http://darklords.simplenet.com/darklord.htm>
<http://rebellion.gagames.com/>
<http://www.forcecommander.com/>

If any person or a site wishes to make it available on their web-page please let me know.

1.6 Revision history and purpose of this guide.

This guide assumes that you are already familiar with the interface (where to click to send your fleet to a planet, etc.). If you are not yet familiar with StarWars: Rebellion, please read the manual first.

The purpose of this guide and FAQ is to help you, the player, to understand the game better and make it easier to win. Most of which is mentioned in this guide are based on multi-player gaming but the strategies and tactics can also be used in single-player mode with even a greater chance for success. You can also contribute to this guide by submitting your own serious tips & tactics (not just 'build loads of ships and attack everything') and you'll get credit for it. If you don't want your e-mail to be in the credits, please let me know and I'll only use your name/nickname.

This document will probably be changed and re-written a few times so stay tuned to my web-site or the others that has it.

April 12th, 1998

Initial release version 1.0, quickly put together by popular demand. More to be added later, be sure.

April 16th, 1998

Small update with some new submissions. Keep those tips and tactics coming in!

April 21st, 1998

Added section 9, Ships & Character information and some minor adjustments.

2. General strategic gameplay tips

2.1 Maintenance

Let's just say, without maintenance points you're getting nowhere fast. Things will soon be lost and destroyed if maintenance is at a negative number. This can happen in several ways. The two most common ways are first of all when you have little maintenance points and your opponent blockades one or several of your planets. Then they can't ship their resources to you, therefore less resources and resulting in a negative number of points.

Second, if as said earlier you are low on maintenance points and your opponent attacks and takes over one or more of your planets you will end up on a negative number of points.

A third way that you can suffer from this is if your opponent bombards all your military and civilian facilities and troops off the surface of the planet thus rendering it non-productive until you can re-build what was once there.

2.2 Building facilities, where to build them and what to build

So over to the next big thing, building. You usually start off with at least one Construction Yard on one of your planets and if you're lucky you get both a Shipyard and a Troop Training Facility, but don't count on it. If you don't get any of the three, find the nearest planet that has a Construction Yard and use Diplomacy to gain control of it. There are many ways to successfully building up your planets, here's a good way to do just that.

Build up 2 planets in a system with 2 Construction Yards early in the game and one planet with 3 Construction Yards. This way what you then build will go faster, later on. Then, when this is done you check to see what else you got in that system. There should at least be 2 Shipyards and 2 Troop Training Facilities in each system, if not build it. When these criteria's are met, it is important that each planet gets 2 GenCore shields and 1 LNR Series1 lasers for defense. That way no fleet can bombard you without suffering severe losses, and your planet is safe from attack by opponents ground forces.

Then it's time to have a look at your maintenance points. Running low are they? If so, you must build mines and/or refineries. Always try to have equal number of both for maximum output. If the Raw Materials Monitor shows a number greater than 0, it usually means that you have more mines than refineries. So then you should build more refineries. If the Raw Materials Monitor's number are constantly on 0 it means you're low on mines. Build more mines. Try to have equal the number of mines as refineries for maximum output which is 50 pr. pair.

Your maintenance points O.K. then? Good, let's continue. If you have already colonized Rim-system planets then you might consider building there now, but we'll come back to that a little later.

So now you have a system, or maybe most of it and you've done what you can to build it up and defend it for now. So it's time to see what those other structures should do.

For all planets to try to successfully safeguard and defend it self from sabotage, espionage, incite uprising and ground attacks it needs stationed troops. The more troopers stationed the more difficult it is for your opponent to do harm to that planet (unless he's got the Death Star, of course). So start you Troop Training Facilities

cranking out the cheapest ones available in the beginning and spread them around as soon as they're finished with one. BUT remember to check the Trooper Requirement in the planetary overview so that the minimum requirement is met or else you will lose support on that planet and it will declare Neutrality and you'll ultimately lose it. Try to station at least 2 trooper regiments on each planet, preferably 3. On your most important planets, try to station a character and promote him/her to General for max. protection.

Are there hostile planets in or near your system? Then the next task for you Troop Training Facilities is to build spies, infiltrators or commandos, guerrillas and Nogri Death Commandos which how you use we'll talk about later in this FAQ.

Last but not least we got to get those Shipyards working. You should set them to work on a Capital Ship immediately or after they are deployed. Since you probably only have one Shipyard on a planet a good tactic is to build Escort Carriers for fighter squadrons. They're cheap on maintenance and takes about 130 days to build with one Shipyard. If you have 2 Shipyards in a system, set the other to build 6 or more fighter squadrons to be attached to your Escort Carrier when it's manufactured. We'll get more into building a fleet later on.

From now on your building task in the Core System consists of expanding and improving your current installations. For each system you have control or major control of you should eventually try to have a planet with 5 or more Shipyards/Advanced Shipyards, a planet with 4 or more Troop Training Facilities/Advanced Troop Training Facilities and 2 planets with 3 or more Construction Yards/Advanced Construction Yards. If you can afford it, in terms of maintenance points, have a second planet with 2-3 Shipyards/Advanced Shipyards for making fighters while the other's making Capital Ships.

2.3 Diplomacy and the Core Systems

Diplomacy plays a great role in this game, and you will have difficulties winning without doing some. To find out which character can do diplomacy missions right-click on it and choose 'Status'. The higher the 'Diplomacy rating' the higher the chance of a character successfully completing the mission in a short time. If playing The Empire, the first thing you should do is take control of your home system Sesswenna. As Rebels, you should probably go for the Farfin, Sluis or Fakir systems. Go for the planets that has facilities already built on them. Construction Yards first, then Shipyards and Training Facilities. First take over as many planets as you can, preferably all if there's no enemy presence there. Then let one character do 'mop-up' diplomatic missions so the popularity rating is all in your favor. That way it is way much harder for your opponent to do missions and take over your planets.

If you need to attack and take control of an enemy planet in that system and you successfully do so, the popularity rating would probably won't be in your favor on that particular planet when it's done. Then you just let one of your diplomats do a mission to persuade them to see the good in your cause and ultimately achieve full support on that planet.

As you gain control of a system you send your diplomats (leaving one to do the 'mop-up') to the next system of your choosing. And repeating the process. In the end all the core system will be under you and your opponents control. Then some of those diplomats, who also have good scores in other skills can be put to use in other areas and later on new diplomatic missions as you take control of enemy planets.

2.4 Spying, Sabotaging, Abducting and Incite Uprising

What's your opponent up to ? Where are his characters ? Want to sabotage that SSD ? Maybe bring that Luke in for interrogation ? Or why not spread viscous rumors about that evil looking old fart Palpatine to start a revolution on a planet ?

Spies can do spy missions (duh!), but they're better at it if you team them up with one or two characters which has a good attribute in this particular skill. And it's even better if you have put one of those characters as a Decoy, preferably the one with the highest espionage rating. Because he's so good at it, he'll lure the troopers away while the other do their thing.

The same goes for sabotage missions. Team your saboteurs up with characters and set one for decoy. The skills that are important in these missions are the average of a character's combat and espionage rating. You can sabotage all facilities, ships and personnel except

Abduction and assassination missions? Same thing. Team up your Infiltrators/Nogri Death Commandos with characters, put one on decoy and off you go. Skills evaluated are combat skill of character attempting mission minus combat of character to be abducted or assassinated.

When it comes to Incite/Subdue Uprising, one character is usually enough. Skills evaluated are:

Incite: Leadership of character minus Loyalty to other side

Subdue: Leadership of character minus loyalty of planet to other side

Of course the grand modifier here is what does your opponent got stationed on the targeted planet or in orbit of it. If he's got a General to lead troops your mission might be foiled at best, or it may fail completely and you personnel and character(s) might die or be imprisoned. If there are no troops what so ever on the planet and no orbiting fleet, your mission should be a piece of cake.

One scenario that many people have difficulty with is what I like to call the 'Coruscant-scenario'. You arrive at a planet and do a blockade only to find out that it has 2 GenCores or more, 1 LNR Laser or more, 9+ troop regiments, a character that's a General and several other character that might be promoted to one if the first one is abducted or dies. On top of this, there might be saboteur-characters and the likes on that planet to worry about too. On thing would surely be to move the fleet to a safe distance to send your personnel on spy/sabotage/abduction missions to that planet. You can be sure of that your opponent will relocate his important personnel ASAP, so you might want to maintain the blockade.

All in all this is a risky scenario, and you'll probably get some of your characters imprisoned or killed. So bring your heavy hitters. For The Empire you might consider Labansat, Darth Vader and Noval Garaint for example. As Reb's you would want Han Solo, Chewie, Mazer Rackus and Luke (if you feel lucky!). Also stack up the enough personnel other than characters (Spies, Infiltrators and the likes).

Then you have two main choices of sabotage. One, go after the General and try to abduct him thus making it easier to get to the troops. Or two, go straight for the troops, thus making it easier to get to the LNR Lasers and GenCores. Your ultimate goal is to take out the LNR Laser and GenCore defenses so that you can bombard the enemy ground troops or do an all out attack on his troopers with your troops.

2.5 Blockading planets

Why just blockade one planet when you can blockade them all ?

This is not an easy task, but it can pay off very well indeed. As mentioned earlier, when a planet is under blockade the player that owns that planet can not benefit from its resources and gets his maintenance points lowered. See where this is going ? So all that it takes is one ship to blockade it. Your opponent might have 20-30 or more planets, so this is going to cost you too and you'll probably run into something when you arrive in orbit. Usually this is fighters, but normally there's only 3-6 squadrons you encounter. The best ship to battle fighters are the Lancer Frigates and the Corellian Gun Ship but Assault Transports and Corellian Corvettes are also good.

So let's say you go for a blockade of 20 of your opponents planets it will cost the Reb's about 460 Maint. Points and The Empire about 600 Maint. Points. This is a lot early in the game, and also later. You never know when you need those maintenance points to build an ISD or a Mon Calamari to repel an attack you can see coming your way. And some of those blockade ships will probably run into other Capital ships or planets with more than 6 squadrons of fighters and have to retreat or be destroyed. If you just get 10 of those 20 to do a successful blockade for some years, your opponent will most likely lose something due to shortage in maintenance. What he loses looks like is decided at random. It will also take him some time to chase away all your ships with his fleet, and by then you might be ready to blockade him elsewhere in the galaxy. Though be aware, while you are concentrating on this task, your opponent might amass a great fleet and lots of troops to invade your home system.

2.6 Bombarding planets

You arrive with your fleet to a system that your opponent controls some or most of the planets and some are still neutral. You jump from planet to planet to check what defenses they have and finally you find one that has no shield or lasers but has loads of mines, refineries and other cool stuff you can blow to bits with your fleet and start shouting 'Bombs away!'. But wait! While you blew that planet and those on it to kingdom come the whole systems popularity rating turn in your disfavor and even the neutral planets joined your enemy. Why ? Most likely because you didn't just kill the troopers, but you killed off all of the civilians. Yeah, that's right. Those guys working in the mines and refineries and stuff you just blew away. People won't care much for you after that, oh no. So then you have to do it the hard way and invading all of them the old fashion way. So be careful when you bombard, and stop when all fighting troops are eliminated. This usually won't damage your reputation that much.

2.7 Attacking planets with troops

So it's time to send in the cavalry. A planet ripe for the taking is beneath your mighty fleet. All those grand Capital Ships with all those slick fighters. Did you remember to bring enough troops ? Because if a planet has no liking for you at all and the popularity rating is all in your opponents favor it won't be enough with one or two troop regiments but you need 6 preferably 7 of them or else the planet medieval on you and there will be an instant uprising, and then you need more than 6-7 regiments too keep the little man down. Sometimes it take 12 regiments to whip them back to obedience and that takes a while, so you must use personnel and/or character to suppress the uprising. And by the time you've done all that the remaining planets in the system could be heavily fortified and your

crusade to conquer your opponents planets a tedious and difficult one. A good diplomat is also something you should bring to such a feast.

2.8 Subdue uprisings

All hell's lose on your newly acquired planet and you'd better do something about it. This is not as difficult as it seems, if you got what it takes in the close vicinity. You should try to have a character with high leadership abilities to do the mission. It speeds up the process if you station more troopers on the planet.

2.9 Colonizing the Rim-systems

Now this is the really fun part, the race for the Rim-systems. The one that can colonize fastest and many one the planets and systems in the Rim-system can almost solely rely on them and don't have to worry too much of loosing a planet or two in the Core System.

As soon as you feel you have control of your doings in the Core System send a transport, or if in lack of send any ship to explore the Rim-systems close to where you have a safe guarded Construction Yard. When you find an unsettled planet that has a long Energy Consumption Bar let one of your regiments land there if the ships is a transport, if not take a note of the planet and return there with a transport ASAP.

Make your first priority to find and colonize the three planets with the most Energy Consumption rating so you can build a lot of structures there. Stack the first planet with all but three Adv. Const. Yards (you should have them by now, or else use the ordinary ones) because you need the three last slots for 2 GenCores and a LNR Series laser. This planet usually gets 5-8 Const. Yards. Fill the next one up with all but three of Shipyards (pref. Advanced if available) and 2 GenCores and a LNR Series laser. This planet should have 7-10 Shipyards on it. The third one you fill up with all but three with Troop Training Facilities (pref. Advanced here too) and 2 GenCores and a LNR Series laser.

The rest of that system you can fill with refineries and mines. Then move to the next system and do the same there, and now you have a huge Construction Yard center at your initial Rim-system to help you build the next system and so on. Then you end up with several fast building systems that'll give you more ships and troops than you can shake a stick at. Your opponent is probably doing the same, so hurry on. And use your fleet to attack him once in a while to keep him distracted. Send spy ships to the Rim-systems on his side of the galaxy to find out what he's up to, because he's probably on his way to find you too. The race of the Rim-systems are on!

2.10 Building fleets

The game dealt you a lousy fleet did it ? Just a couple of corvettes and a transport ? There must be more fun ships to play with ? Yes, there are many of them. All with their pro's and con's, and I'm not going to go into the specific stats of every ship because that's in the game already. So what to build then ?

2.101 Capital Ships

As stated earlier, the first you should consider building is a couple of Escort Carriers to add more fighters to your fleet early in the game. After that you'll need some punch to your

fleet, but it takes forever to build an ISD with just one shipyard so you should wait until you have at least three preferably four shipyards on a planet until you do that. Until then you set your shipyards to produce fighters because you're going need them on you Cap. Ships later anyway.

The rebels got it easier because they get the Nebulon-B Frigate early in the game, and it takes no longer to build than approx. 130 days or so. So the rebels should build 3-4 of these as early as possible. You can also build a couple of Dreadnaughts as they pack an O.K. amount of punch when your early in the game. Later in the game you can use them to hunt down blockade ships.

When you got 4-5 shipyards built you'll probably have researched the Mon Calamari cruiser so you build a couple of those too. As The Empire I'd recommend building VSDs instead of ISDs early on because they'll be built faster and have a good turbo laser ratio. Though this is a matter of opinion. ISDs are a overall better ship, your call. Team this fleet up with a couple of transports and you have an O.K. attack and defend fleet to start off with. Later on I'll go more in-depth on each sides Capital ships, and what to build later on.

2.102 Fighters

Now many people fail to see the importance of the fighters in this game. For instance 6 squadrons of X-Wings can take out a lone ISD even with full compliment of TIE-Fighters. After equipping your fleet with fighters you should consider stationing 9 squadrons on each of your planets, if you can afford it. If the enemy attacks your planet with a considerable force you can still cripple it a lot and surely take out most of its fighters if not all of them, and if your lucky you'll hurt some of the Cap. Ships too thus making it vulnerable to attack from your fleet if it's close by. This is a general tip, and as with the Cap. Ships I'll go into more details about the fighters for each side later on.

2.11 Recruiting

At the beginning of the game you start off with a certain number of characters. Some of these show up at the start in every game, and some are randomly put there. For example The Empire always has the Emperor, Darth Vader, Jerjerrod and Piet. The Rebels always start off with Luke, Leia, Han Solo, Chewie, Wedge Antilles, Jan Dodonna and last but not least Mon Mothma. But to get certain things done, you'll need more characters and here's where the recruiting come in.

The Empire should consider using the Emperor and/or Darth Vader at this. The rebels best recruiter is clearly Mon Mothma, but even Luke and Leia can be used successfully. After a while those new-found characters should come running to your cause. Some of them are excellent spies and saboteurs, some good diplomats, some are good for command staff (Admiral/General/Commander) and there are those who can research and develop new facilities, troops and ships for you. Which brings us to out next point.

2.12 Research & Development

To research and develop these new facilities, troops and ships you need characters that have skills in just the area you want developed.

These skills are also displayed in the character status screen. For example Wedge Antilles has skills in Ship Design, and so has Thrawn. Lando Calrissian has skills in facility design, and so has Villar.

When you get these characters immediately send them to the nearest planet with the appropriate facilities available. Hence the Ship Designers do their mission on a planet that has a shipyard, facility designers at a planet with a construction yard, troop trainers at a planet with a troop training facility.

You will advance in these areas even without no characters on a research mission, but very slowly. So put them to work ASAP. Your success may very well depend on it.

3. General tactical gameplay tips

3.1 What ship(s) should attack what target ?

The battle is on, and both fleets are facing each other. Now what should be your first target and which ships should target it ? If your enemy's got a lot of fighters you should worry about them first because if you only concentrate your fire on the Cap. Ships the fighters will surely fry your fleet. Have your fighters go after the enemy fighters immediately. Playing the rebels you should use your Corvettes and/or Corellian Gunboats and Escort Carriers to target the fighters too. As the Empire you use your Lancer Frigates, Escort Carriers and Carrack Light Cruiser for this task. Have your main fleet target the fighters for a short time on their way to do battle with the opponents Cap. ships, but as soon as they get close re-configure the targeting setting so you'll attack his Cap. ships. This way you might take out a couple of his fighter squadrons on the way.

Now it's a test of strength and strategy although you are limited in how you can move your fleet around. Both sides will start pounding on the biggest ship the opponent's got and after a while ships on both side usually gets disabled or destroyed. By that time, or even sooner if your lucky, your fighters and small Cap. ships have taken care of the escorting fighters or both sides lost their fighters and are left with just the small Cap. ships from the fighter attack group. Bring all that is left to bear on the rest of your enemy's fleet. If you still got your fighters pretty much intact they will start to launch torpedo runs at the targeted Cap. ship as soon as its shield drop and that will disable it faster than any other ships can and you've probably on the way to winning this battle.

If the remainder of your enemy's fleet is trying to escape and you don't have any interdicator ships yet, try to use the 'Tactics'-button to do a 'Anvil' maneuver if a ship in your fleet has a tractor beam. This will slow down a retreating ship, maybe long enough for you to disable and destroy it.

3.2 Attack or wait to be attacked ?

This method won't work all the time, but once in a while you'll play someone that only uses the 'attack it all' strategy and then you've got a good chance of getting the upper hand early in the battle. By holding back all of your fleet and waiting for him to come to you his fighters should be on top of your ships long before his Cap. ships arrive. Let his fighters have it form all your ships, fighters and Cap. ships. By the time he figured out what happened his fighters are long gone and you've got yours pretty much intact.

Now target his Capital ships and watch the fun. Even though it seemed as you were outnumbered in the beginning your fighters might now again make the difference, and you might force him to retreat or destroy his fleet.

3.3 Retreat, wise or cowardly ?

Sometimes you can see right off that you don't stand a chance. So what then ? Should you take as many of them with you when you die, or should you rather retreat to live and fight another day ? Well it all depends on where you are, and the popularity rating in that system. If the rating is all in your disfavor it doesn't really matter, your call. There could be an advantage in crippling the enemy fleet so you can hit it with a larger one a short time after.

If the popularity rating is mixed or mostly in your favor you should consider retreat because your rating will drop if you lose a battle with Cap. ships.

4. Empire-specific strategy gameplay tips

4.1 Coruscant, the seat of power

Your HQ where evil lurks in every shadow and only the strong survives. During a game you can be 100% sure your opponent's going to swing by for a quick fight at this location. He'll probably want to invade it too so you better be ready for him.

You should station storm troopers and/or dark troopers here and plenty of them. Nine or twelve regiments should do the trick. Fighters should be garrisoned here too and which ones is a matter of preference. Something like 12-24 squadrons will usually at least take out most of his fighters when he arrives, if he doesn't come knocking with a super-armada that is. Still, if he does you'll hurt him. That's why you might consider having a fleet nearby too. Not at Coruscant because if you lose the battle your popularity rating will go down due to your loss right there on your home turf, and people might start having second thoughts about your abilities to rule. Have a fleet stationed near by to swiftly go and attack him before he gets a chance to reinforce his fighter squadrons. And now you know what's in orbit of Coruscant but he's got no clue what you'll be bringing to the party until it's too late.

If you like to be there in advance though with a large fleet, you can do frequent spy missions on Coruscant to see what's coming your way or if there's any agents of his doing mischief on your home planet.

When it comes to characters you should at least have a general and a commander there, and 2-3 others that can be promoted to do their job if one of them should get abducted. On top of that you should have some sabotage/abduction personnel stationed there yourself with characters specialized in that particular area. That way you can abduct characters from his fleet, and even take out a few of those Mon Calamari Cruisers before your attack fleet arrives.

It is real important for you to hold on to Coruscant, especially if playing with HQ victory conditions (needless to say). If you lose Coruscant your popularity rating in Sesswenna will plummet. The surrounding planets will start to think you're a wuzz and will lean towards the rebellion and if you're really unlucky some will even declare neutrality. So you'd better 'lock & load', and hold this planet.

4.2 Your characters, how to use them and where ?

We've talked some about recruiting before, and that you should use the Emperor and/or Lord Vader to this job. This is a matter of preference but it's usually enough to let the Emperor do this on Coruscant and let Vader do diplomatic missions in the beginning. Jerjerrod and Piet are, and do become good diplomatic characters during the game and should be used as such. Thrawn should be put on ship research detail ASAP when you get him although you'd rather like him as an admiral. But he can do that job later on when that SSD research is finished (how about SSD Thrawn ? :-)). Veers and Covell should go straight into troop training research and let Villar do a little facility research. Labansat, Noval Garaint, Garindan, Menndo and the likes are your spy/abduction-assassination/sabotage capable characters. Lord Vader can also train other characters that has force abilities and make them more powerful.

There are many character besides these that can do R&D missions or the other ones but that'll take forever to go into, just check the character status screen to see which ones can to what.

4.3 The Capital ships

The VSD and the ISD are the biggest ones you start off. The VSDs got a slightly bigger turbo-laser punch but no ion's and they have less shields. The Dreadnaughts are O.K. ships early on, but later they're just good for defense and blockade busting. The Carrack Light Cruiser is a real wimp of a ship that you'll probably don't want to build many of if at all. Escort Carriers are an important fighter carrying ship that you'll need early on and maybe later too. Lancer frigates are important ships and if you put 6-10 of them in a fleet you'll have a pretty good defense against fighters. Star Galleons are slightly better than the crappy Galleons, carrying 3 regiments and has a small defensive capability. Assault Transports are pretty expensive to use as troop transports, but they're the fastest ships you've got therefore excellent to transport command staff around and to initiate blockades of enemy planets. The Interdictor Cruiser makes sure your opponents ships won't leave the battle, other than that they're not particular great in terms of firepower. They are also good as starfighter exterminators. The VSD II ships really gets you somewhere though, but you've lost the old VSD troop carrying capabilities. Strike Cruisers are a good offensive ship and packs good firepower. When you get the ISD IIs you'll probably have a good and large fleet already, but consider building quite a few of these since they're the second best ship you'll get. One tactic is to scrap your VSD and ISDs and replace them with the IIs or, if you can afford it put the old ones in a 'reserve fleet' for some hit and run attacks or for defense.

So there it is, your grand ship, the Super Star Destroyer. It really kicks the crap out of your enemy, got great shielding and firepower but costs a hell of a lot to maintain though any fleet should at least have one in them if you can afford it. And now you can let Thrawn finally be the Grand Admiral he's destined to be.

4.4 The Fighters

The TIE-Fighters are your basic fighter but the lack of shielding and hyperspace capabilities makes it obsolete later in the game. The you get the TIE-Bomber which is a slow and sluggish ship, still no shields and hyperdrive though it has both laser and ion cannons, can deliver heavy bombs that can be to your advantage if they survive the enemy fighters. The TIE-Interceptor, now there's a good fighter.

You should start to replace your TIE-Fighters as soon as you research the Interceptor. At the end of the line is the excellent TIE-Defender. It has all the things you want, hyperdrive, shielding, torpedoes and probably an espresso machine in there somewhere if you look hard enough. Some people have expressed that they think the Interceptor is a superior fighter to the Defender but I can't see why. But then again, it's your game :) Make sure you always load your Death Star with the Defenders though, to make it more difficult for the Alliance to make a death star attack run.

4.5 'Alert all commands and deploy the fleet'

The fleet is ready to attack, now where should it strike? This all depends on the purpose of your mission. It could be useful to have your spies make sure what's at which planet at what time so you know what's pretty much in store for you when you get there. Early on in the game, send a lone ship on a search mission in the Rim-systems to try to locate the Alliance base. When you locate it, let your ship stay so that you know if the Alliance tries to move the HQ. You might want to send a small fleet to help babysit it until you get a larger strike force assembled. When you get there, let a transport drop a regiment on a close by unsettled planet. That way, if your fleet needs to retreat it don't have to go all the way back to the Core. By doing all this, you might distract the Alliance player so that he'll drop everything and try to rescue his HQ. At least that'll buy you some time doing things in peace and relative quiet in the Core system.

Then there's the problem of knowing how big a fleet you need to take out your opponent. Although you might have super shipyards spewing out ships, don't think for a second that he hasn't got any. If you underestimate your opponent you might very well fail. The longer you wait to build up your fleet, the longer time he's got to do the same. Not to mention dig in his troops, and deploying loads of defenses. So this is the tricky part, but if you put together 4 Escort Carriers, 10 Lancer Frigates, 3 VSDs, 3 ISDs, 1 Interdictor, 3 VSD IIs and load them up with all TIE-Defenders (or 6 squadrons of Bombers and the rest TIE-Interceptors) and troopers. You're ready to do some serious battle in mid-time game play. If you want this fleet to attack planets so that you can assimilate them into the Empire you might want to bring some Star Galleons with troops too so you can swiftly attack several planets in a row.

If, on the other hand you want to wait and have that big fleet with that grand SSD the recipe for a fleet is something quite different because by now the Alliance could have the Bulwark Cruiser and that's a force to be reckoned with. So dump those old VSDs and ISDs and bring 10-15 Lancers, 4 Escort Carriers, 1 Interdictor, 4 VSD IIs, 6 ISD IIs and the SSD all packed with Defenders and troops. Make sure you've got an Admiral and Commander onboard though, to make the fleet and its fighters respond quicker in battle. But don't put the command staff on the biggest ship. Your best bet is to put them on the Interdictor because it's one of the last ships your enemy will attack thus reducing the chance for them to get killed. This fleet pretty much gets you places. Some people like to bring 20 of that and 30 of that and so on. But why wait until you have it all, when you can finish the game sooner? Well, that's my opinion. This game can be won in many different ways.

4.6 Death Star diplomacy

Finally, your death star is ready for deployment. It can carry more than a fair number of troops and fighters too. Bringing a death star in to a system sure strikes fear in those that live there. The day after you've taken out a planet, you only need 2 regiments stationed there to keep it under your control. But if you move the DS to another planet you'll get rioting and uprisings so you might as well station 6 regiments there to begin with, at least until you've turned the popularity in your favor with a diplomatic mission.

I bet you'd like to destroy a planet too with your DS, but that will surely give you more grief than pleasure. Popularity all over the Core systems will go down, people just don't like you anymore and for a good reason. If you really want to destroy planets, you should do so in the Rim-systems. The Core doesn't react to what ever you do out there.

But the DS is fragile too, if not under protection of a death star shield or accompanied by TIE-Defenders. X-Wings have a fair chance of making a successful attack run if not. The DS can also be sabotaged by the Alliance, so make sure you've got a General there with your troops.

5. Alliance-specific strategy gameplay tips

5.1 Alliance HQ, where is it safe ?

Your HQ is always located somewhere in the Rim-systems when you start a new game. So should you just leave it where it is, or move it somewhere else ? Well...it depends where it's located in the first place. If it's close to Sesswenna or even worse in the Sumitra sector (where Yavin is), you should consider moving it early in the game. Rim-systems like Orus and Xappyh are prime candidates because of their great distance from Sesswenna, Corellia and Dolomar systems where the Empire tend to base their power. Systems like Jospro, Glythe and even Abrion are good choices. Send a transport right away to the system of your choice and let a regiment land on a unsettled world then send your HQ there on the double. Remember to send some troops too.

Later, when you colonized many of the Rim-system's you can move your base around once in a while if you like to keep it safe. At least you should do frequent espionage missions at the planet the HQ's at to see if there's any enemy activity there or incoming enemy fleets.

5.2 Your characters, how to use them and where ?

When you start off you should send Mon Mothma on recruiting missions from day 2 and until all available characters are recruited. She is by far the best recruiting character you've got. Put Han Solo and Chewie on a corvette and make some spies/infiltrators to team them up with and send them on spy/demolition/abduction missions. Han Solo is great at this sort of work, although he looks scruffy :-)

Wedge Antilles and Ackbar goes straight off to Ship Design, Leia should do diplomatic missions and so should Jan Dodonna and Luke (early on). Send Lando on facility design when you get him.

After Luke returns from Degobah you should try to let him confront Vader or the Emperor. Luke's a pretty slippery guy, and usually gets away such an encounter and when he does his abilities will increase drastically. Do this over again and he'll be *the* most powerful character in the galaxy, even more so than Vader ever was and will soon become a Jedi Master. Even at the rank of Jedi Knight he can

train other characters that has the force ability and make them more powerful too.

5.3 The Capital Ships

Well, you don't start off with much in this area do you. Dreadnaughts are the best ships you start off with I'm afraid but if you've got a couple of them they can hold off at least a VSD. Bulk Cruisers are not worth building at all, instead you should rather concentrate on building 2-3 Escort Carriers as soon as you can so you can bring more fighters with you on attack missions. The Corellian Corvettes are O.K. for starfighter defense and having 2-3 of them in your early fleet wont do any harm. Don't bother building the Medium Transport when you can get the Bulk Transport that takes 3 times more regiments. By the time you've finished building your Escort Carriers the Nebulon-B Frigate research should be ready. Now here's your first good ship. It's got good firepower, a shield rating of 300 and carries 2 squadrons of fighters. 3 of these can go up against a ISD any time of the week. When you get the Mon Calamari Cruiser you've got you first ship that can stand up to a VSD on its own, and hurt a ISD real bad. A Nebulon-B Frigate and a Mon Calamari can take out a ISD with no great problems. The Corellian Gunboats are the counterparts to the Empires Lancer Frigates though they have a slightly less rating on their laser batteries. Make 10+ of these to swiftly take care of your opponents fighters. The CC-7700 Frigate has the same interdict capabilities as the Interdictor Cruiser, not much firepower though. The Assault Frigate is a heavy hitter, though it can't carry any troops or fighters. Any fleet should at least have 4-5 of these. The Liberator Cruiser is a great Cap. ship that has great shielding, good firepower and can carry 6 squadrons of fighters and 3 regiments of troops. Replace your Escort Carriers with these ASAP. Nothing much to say about the CC-9600 Frigate except it's good and pretty much in the same class as the Assault Frigate so build some for your fleet. The Dauntless Cruiser is a great ship that can take out a ISD II easy if you use flanking tactics to attack with your broad side. Four fighter squadrons and 2 regiments of troopers won't be to your disadvantage either. You should at least have 4-5 of them in a big fleet.

And here it is the Bulwark Battlecruiser, the counterpart to the Imperial SSD. With these in your fleet you'll be giving your opponent some gray hairs on his head before the game is over, that's for sure. Any fleet should have at least one of these, if not two.

5.4 The Fighters

Now here's your strong side, especially early in the game. The Y-Wing is as sluggish as the TIE-Bomber but it has shields and hyperdrive. It also fires both lasers and ion cannons at each pass on a Capital ship and then delivers its cargo of torpedoes when the shields are down. The Y-Wings are no match for any TIE-Fighter though except for the TIE-Bomber. The X-Wing though, is a formidable fighter and even carries proton torpedoes. The A-Wings are far too much fragile and does not have strong shields but they're fast and agile and in great numbers they can even take on Cap. ships. The B-Wing is your heavy assault fighter/bomber though. They can really punch holes in a Cap. ship, and aren't that bad as a superiority fighter either but they tend to be eaten by the Interceptors and Defenders if you don't team them up with X-Wings or A-Wings to take care of that problem.

There are many ways how to configure your fleet when it comes to fighters but the overall best and most reliable one is the X-Wing. It's an all-in-one fighter and if you stack your fleet with it, you can stand up to the TIE-Defenders with not much of a problem.

5.5 Using your fleet to spread the rebellion

As with the Empire strategy, going for your opponents HQ is always a sure bet, in your case this is Coruscant. Scout the planet first so you know what's there when you arrive. A good thing is to colonize a planet in the Calaron or Atrivis sector so if you have to retreat it won't be that far. If your spy-report says that you've got a larger fleet than what's at Coruscant than maybe you should just send in whatever it takes to take that one out. When that's done, wait a couple of days so your opponent can get a look at what you got blockading him at Coruscant. When he thinks he knows what's there and are sending all he got to retaliate you send in the rest of your fleet to reinforce. The bet is he won't check again to see what you've got and when he arrives with his fleet yours will be several times bigger than he'd ever expected and that'll give you a huge advantage. And if you've stored up your nearest planet with loads of starfighters you can quickly reinforce your fleet with such. Many games have been won this way because it will take your opponent a long time to rebuild his fleet and by that time you've taken over the Sesswenna sector at least and sabotaged many of his shipyards in the Core system. As to how you should build up your fleet is a matter of preference, but here are some suggestions.

Early in the game you should concentrate on the Escort Carriers as stated before, Nebulon-B Frigates and some Mon Calcs. Therefore a fleet might look something like this: 2 Dreadnaughts, 10 Corellian Gunboats (or Corvettes), 4 Escort Carriers, 3-4 Nebulon-B Frigates and 2 Mon Calamari Cruisers. Pack this one up with X-Wings and troops, you should have a pretty good and balanced fleet.

If you want to go for the huge fleet as with the Empire here's a suggestion: 15-20 Corellian Gunboats, 3-4 Nebulon-B Frigates, 1 CC-7700 Frigate, 4 Assault Frigates, 4 Liberator Cruisers, 2 CC-9600 Frigates (or 2 more Assault Frigates), 3 Dauntless Cruisers and a Bulwark Battlecruiser. Also remember not to put your command staff on the largest ship but rather on a smaller one like the CC-7700 so they won't get killed early on. If you lose, the chance is that your fleet might have finished off the Imperial Interdictor Cruiser by the time they start pounding on your CC-7700 so you can make a hasty retreat.

5.6 Sullustan storm

Many players fail to see the importance of the Sullustan regiments and their excellent capabilities to detect enemy agents and characters and foil their missions and maybe even capture them. They're cheap to maintain and quick to build and every planet should have at least 4-6 of them. That way even with no general present, they can foil missions easy. Also when taking over enemy planets all you ever need are Sullustans. Let your characters sabotage the GenCores and the LNRs so your fleet can bombard the troops away. Then your Sullustans can land safely to take over the planet. The Sullustans also have a better chance of capturing enemy characters on that planet and even better if teamed up with a general.

So they're not any good at defending against ground attack, but if your opponent wants that planet he'll take it anyway. You just wait a

few days and go back and bombard his troops again and put new Sullustan regiments there. Either way it's cheaper for you to replace Sullustans rather than Calamari or Wookie regiments. But as with all other things it's a matter of preference, you do what you think is best.

6. Empire-specific tactical gameplay tips

6.1 The Death Star

Bringing a death star to a battle can be a risky thing because the Alliance might make a successful attack run on it and destroy it, but if you have enough TIE-Defenders you should be safe. You have what Quake II players would call a BFG (big f***ing gun) on your DS and you should use it. What target then ? Usually the biggest ship you can find and blow it up, but if it looks like your going to lose the battle or you are not sure it could be wise to blow up the CC-7700 Frigate if it is present so that you can make a retreat if things aren't going your way. The recharge rate is quite slow on your super laser and you seldom get to use it more than 2 time during a battle.

7. Alliance-specific strategy gameplay tips

7.1 Attack on the Death Star

Yet another battle, and this time your opponent brought his death star. Well, we can't have that can we ? If he doesn't have any TIE-Defenders your task should be an easy one, just select your biggest group (red, yellow, green or blue) of X-Wings and send it to blast it to pieces. What ever is left of those X-Wings will join the rest of your fleet when they're done blowing up the DS.

If on the other hand your opponent's got Defenders, you must dispose of these first. Order your fighters and Corellian Gunboats to attack the Defenders, and when they're done send the fighters of to finish off the DS. You shouldn't have lost more than one ship anyway which hopefully won't be that bad.

If you take your fleet to attack a system with a death star that has a death star shield to protect it then think again. Always sabotage the death star shield first or your fleet is surely doomed.

8. Winning the game, submitted tips & tactics

This place is where you the player will share your own experiences of good and bad with us, what's good tactics and what is not. If I get many submissions that overlaps in tactics I might edit them a little so we won't repeat ourselves too much. Otherwise your submissions will go unchanged. All those who submit *serious* tips & and tactics will get it posted. If you don't want your e-mail

displayed in the credits please say so in the e-mail otherwise I'll put both nickname/name and e-mail in the credits.

Strategic tips & tactics

Task Forces: Narrowing the Field [*The Emperor, Salmando@mediaone.net*]

Most people will agree that it's best to have your fleets organized with Task Forces. I have also found a way to drastically improve the efficiency of these task forces while playing as the Alliance.

Diplomacy Fleets -

After constructing one CC-9600 frigate, place it in a fleet by itself with one Mon Calamari regiment. Place the diplomatic characters you are currently using into this fleet. This way, one fleet (a strike force) can conquer an enemy world, and the diplomacy fleet can move in to "Clean Up". This allows you to keep your strike force mobile, and also provides additional protection to the world where the diplomacy mission is taking place. This protection comes from the Mon Cal regiment, with a whopping bombardment defense strength of 8. This fleet, as the CC-9600 is fast and strong, keeps your diplomatic characters mobile and away from conflict areas.

Espionage Fleet -

Construct amazingly large amounts of Guerrillas, Bothan Spies, and Infiltrators, placing them in a fleet that consists of one CC-9600 frigate. Add in the espionage characters currently at work. This blindingly fast ship will enable speedy transportation and deployment of these characters for missions, as well as allowing you to keep tabs on them at all times.

Prison Fleet -

After building a fleet consisting of one Bulk Transport, place 3 Sullustan Regiments and 3 Fleet Regiments on board. After this is completed, commit all of your prisoners to this ship, under the command of Bren Derlin (Alliance Character). Make sure that Derlin is set to be the General on this fleet. This not only decreases their chances of escaping, but constantly moving the Prison Fleet from world to world (preferably very secure worlds that are very far from one another) will prevent them from even having the chance to escape.

Construction/Expansion Fleet -

When conquering a new sector, Imperial Forces often pop in to disturb construction and diplomacy operations. Having a dedicated fleet of several Bulk Transports (fully stocked with Wookiee Regiments and Mon Cal Regiments) and three to four Escort Carriers (fully stocked with A-Wings) greatly improves your ability to conquer and conduct operations within sector with very little chance of Imperial Interdiction.

A tip on sabotage missions [*JuNKH3aD, junkhead@mindspring.com*]

Whether it's early or late in the game, if you send Luke & Narra with three infiltrators as decoys, 70% of the time you will succeed. Since they both have excellent combat and decent espionage skills, even in the event that the mission foils, Luke & Narra are rarely captured. It's a great way to build up Luke's force abilities. Happy hunting!

Tactical tips & tactics

Moving the ships through NAV points [*TFA_Memorial654, monkey@michianatoday.com*]

When your in battle mode always keep your ships moving to the NAV-points. It helps them keep their shields charged, and they sustain less damage that way. Even if its a Super Star Destroyer, keep it moving. it the battle goes on and on, and your ships are just sitting there, their lasers and turbos will drain down, but if you are moving around, you will be more charged, while your unsuspecting opponent will know nothing and wonder why his ships batteries are draining.

9. Ships & Character information

Capital Ships defensive information:

Ship type	Detection*	Sublight Speed	Maneuverability	Tractor B. Pow.	Tractor B. Rng.	Damage Control	Weapon Recharg	Shield Recharg
ADread.	10	3	1	0	0	10	7	10
AEsc.C.	10	2	1	0	0	5	4	10
BulkC.	10	3	1	1	20	5	6	10
BulkTrn	1	1	1	0	0	5	0	10
Corvette	20	6	3	0	0	10	8	10
MTrans.	5	2	2	0	0	5	2	5
Neb.-B	30	3	2	1	20	20	12	15
MonCal.	10	4	2	2	20	50	18	15
Gunboat	30	10	4	0	0	20	10	10
CC-7700	10	4	1	1	20	30	8	15
AFrigate	15	5	2	0	0	30	16	30
Lib.Crsr	10	4	2	1	20	25	16	30
CC-9600	10	6	2	1	20	35	16	30
Daunt.C	10	4	1	2	20	45	40	20
Bulwark	10	3	2	6	20	40	80	60
Carrack	20	6	2	1	20	30	6	10
DStar	5	1	0	15	24	60	180	100
Galleon	1	2	1	0	0	5	0	5
IDread	10	3	1	0	0	10	7	10
IEsc.C.	4	3	1	0	0	5	4	10
ISD	10	4	1	3	20	30	20	15
VSD	10	3	1	2	20	20	12	10
LancerF.	30	6	3	0	0	20	10	15
SGalleon	4	3	1	0	0	5	1	10
As.Tran	1	8	3	0	0	10	10	15

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INT	30	4	1	0	0	10	7	15
VSD II	10	4	2	2	20	25	16	30
Strike C.	10	4	2	3	20	10	18	30
ISD II	10	4	1	3	20	35	40	20
SSD	5	2	1	6	20	20	70	60

The above information was provided by Overseer, east2west@usa.com

** Detection - This is a measure of how well the ship can detect the presence of enemy ships and fleets in neighboring systems etc.*

Capital Ships offensive information:

Ship type	FTL	FIC	FLC	ATL	AIC	ALC	PTL	PIC	PLC	STL	SIC	SLC
A. Dread	40	0	0	20	0	0	70	0	0	70	0	0
AEsc.	0	0	30	0	0	0	0	0	60	0	0	60
BulkCr.	15	0	0	0	0	0	30	0	0	30	0	0
BulkTrn.	0	0	0	0	0	0	0	0	0	0	0	0
Corvette	0	0	120	0	0	90	0	0	120	0	0	120
MTrans.	0	0	0	0	0	0	0	0	30	0	0	30
Neb.-B	80	0	60	0	0	60	40	0	30	40	0	30
MonCal.	60	40	0	60	40	0	120	60	0	120	60	0
Gunboat	0	0	90	0	0	90	0	0	150	0	0	150
CC-7700	10	0	60	0	0	90	20	0	90	20	0	90
AFrigate	70	50	0	0	0	0	120	40	0	120	40	0
Lib. Crsr	40	40	0	40	0	0	80	80	0	80	80	0
CC-9600	60	40	0	40	0	0	120	40	0	120	40	0
Daunt.C.	120	60	0	60	60	0	200	200	0	200	200	0
Bulwark	600	200	0	120	80	0	300	150	0	300	150	0
Carrack	5	0	60	5	0	60	15	0	90	15	0	90
DStar	1400	400	0	1400	400	0	1400	400	0	1400	400	0
Galleon	0	0	0	0	0	0	0	0	0	0	0	0
I. Dread	40	0	0	20	0	0	70	0	0	70	0	0
IEsc. C.	0	0	30	0	0	30	0	0	60	0	0	60
ISD	100	100	0	40	40	0	60	40	0	60	40	0
VSD	120	0	0	0	0	0	100	0	0	100	0	0
LancerF.	0	0	150	0	0	150	0	0	150	0	0	150
SGalleo	0	0	0	0	0	30	0	0	30	0	0	30

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As.Trans	0	0	150	0	0	0	0	0	60	0	0	60
INT	10	0	90	0	0	0	20	10	60	20	10	60
VSD II	120	40	0	80	40	0	80	40	0	80	40	0
Strike C.	120	60	0	80	0	0	40	40	0	40	40	0
ISD II	200	200	0	60	20	0	120	80	0	120	80	0
SSD	500	200	0	150	100	0	300	200	0	300	200	0

Abbreviations:

F= Forward, A= Aft, P= Port, S= Starboard

TL= Turbo Laser, IC= Ion Cannon, LC= Laser Cannon

Example: FTL= Forward Turbo Laser

Capital Ships miscellaneous information:

Ship type	Mat. Cost	Maint. Cost	Max. Shields	Hyper drive	Hull Strength	Fighter Capacity	Troop Capacity
A. Dread	44	33	200	80	1200	1	2
AEsc.	32	29	200	80	900	6	0
BulkCr.	30	30	200	80	1200	0	0
BulkTrn.	24	22	200	90	600	0	6
Corvette	14	23	200	80	500	0	0
MTrans.	10	12	100	100	360	0	2
Neb.-B	34	35	300	80	600	2	0
MonCal.	92	70	300	60	2400	3	1
Gunboat	10	23	200	80	300	0	0
CC-7700	42	37	300	70	1400	0	0
AFrigate	60	60	600	80	1400	0	0
Lib. Crsr	66	55	600	80	1840	6	3
CC-9600	58	53	600	60	1200	0	1
Daunt.C.	136	90	800	60	2200	4	2
Bulwark	248	175	1100	60	3000	10	4
Carrack	26	24	200	60	1000	0	0
DStar	584	600	2000	80	25000	24	18
Galleon	10	10	100	80	300	0	2
I. Dread	44	33	200	80	1200	1	2
IEsc. C.	34	30	200	80	100	6	0

ISD	112	71	300	80	2750	6	3
VSD	68	44	200	60	1800	2	2
LancerF.	14	30	300	80	500	0	0
SGalleon	15	20	200	80	400	0	3
As.Trans	12	29	300	50	320	0	1
INT	40	34	600	80	1200	0	0
VSD II	72	63	600	60	1800	2	0
Strike C.	70	60	600	80	1600	1	0
ISD II	158	99	800	60	3000	6	3
SSD	282	170	1200	80	5000	12	9

Fighter craft statistics:

Fighter type	Material cost	Maintenance	Sublight speed	Maneuverability	Hyperdrive	Torpedoes	Torpedo range
A-Wing	5	4	11	8	60	0	0
B-Wing	7	8	7	3	60	12	7
X-Wing	5	4	8	5	60	4	7
Y-Wing	5	4	8	4	60	8	7
TIE-Fight.	3	3	9	5	0	0	0
TIE-Inter.	3	3	10	8	0	0	0
TIE-Bmb.	3	3	7	4	0	8	7
TIE-Def.	5	7	8	6	60	10	10

The above information was provided by Overseer, east2west@usa.com

Alliance research and command staff characters:

Name	Ship research	Facility research	Troop research	Admiral	General	Commander
Adar Tallon	X	X	X	X	X	X
Ackbar	X	-	-	X	X	-
Wedge Antilles	X	-	-	X	X	X
Talon Karrde	-	X	-	X	X	X
Lando Calrissian	-	X	-	X	X	X
Carlist Rieekan	-	-	X	-	X	-
Crix Madine	-	-	X	-	X	-
Roget Jiriss	-	-	-	X	-	X
Kaiya Andrimetrum	-	-	-	-	X	-
Afyon	-	-	-	X	X	X
Bren Derlin	-	-	-	-	X	X
Narra	-	-	-	-	X	X
Drayson	-	-	-	X	X	-
Syub Snunb	-	-	-	X	-	X
Huoba Neva	-	-	-	X	X	-
Vanden Willard	-	-	-	X	X	X

Gram Bel Iblis	-	-	-	X	X	-
Jan Dodonna	-	-	-	X	X	-
Han Solo	-	-	-	X	X	X
Luke Skywalker	-	-	-	X	X	X

Empire research and command staff characters:

Name	Ship research	Facility research	Troop research	Admiral	General	Commander
Bevel Lemelisk	X	X	X	-	-	-
Thrawn	X	-	-	X	X	X
Klev	X	-	-	X	X	-
Villar	-	X	-	-	-	-
Orlok	-	X	-	-	X	-
Veers	-	-	X	-	X	-
Covell	-	-	X	-	X	-
Darth Vader	-	-	-	X	X	X
Dorja	-	-	-	X	X	X
Zuggs	-	-	-	X	X	X
Brandei	-	-	-	X	X	X
Bane Nothos	-	-	-	X	X	X
Pter Thanas	-	-	-	X	X	X
Pellaeon	-	-	-	X	X	X
Piett	-	-	-	X	X	X
Grammel	-	-	-	X	X	X
Daala	-	-	-	X	X	X
Jerjerrod	-	-	-	X	X	X
Needa	-	-	-	X	X	X
Screed	-	-	-	X	X	X
Ozzel	-	-	-	X	X	-
Griff	-	-	-	X	X	-

Suggested diplomatic characters:

Alliance	Empire
Borsk Fey'lya	Bin Essada
Mon Mothma	Pter Thanas
Luke Skywalker	Emperor Palpatine
Talon Karrde	Jerjerrod
Lando Calrissian	Pellaeon
Vanden Willard	Piett
Leia Organa	
Jan Dodonna	