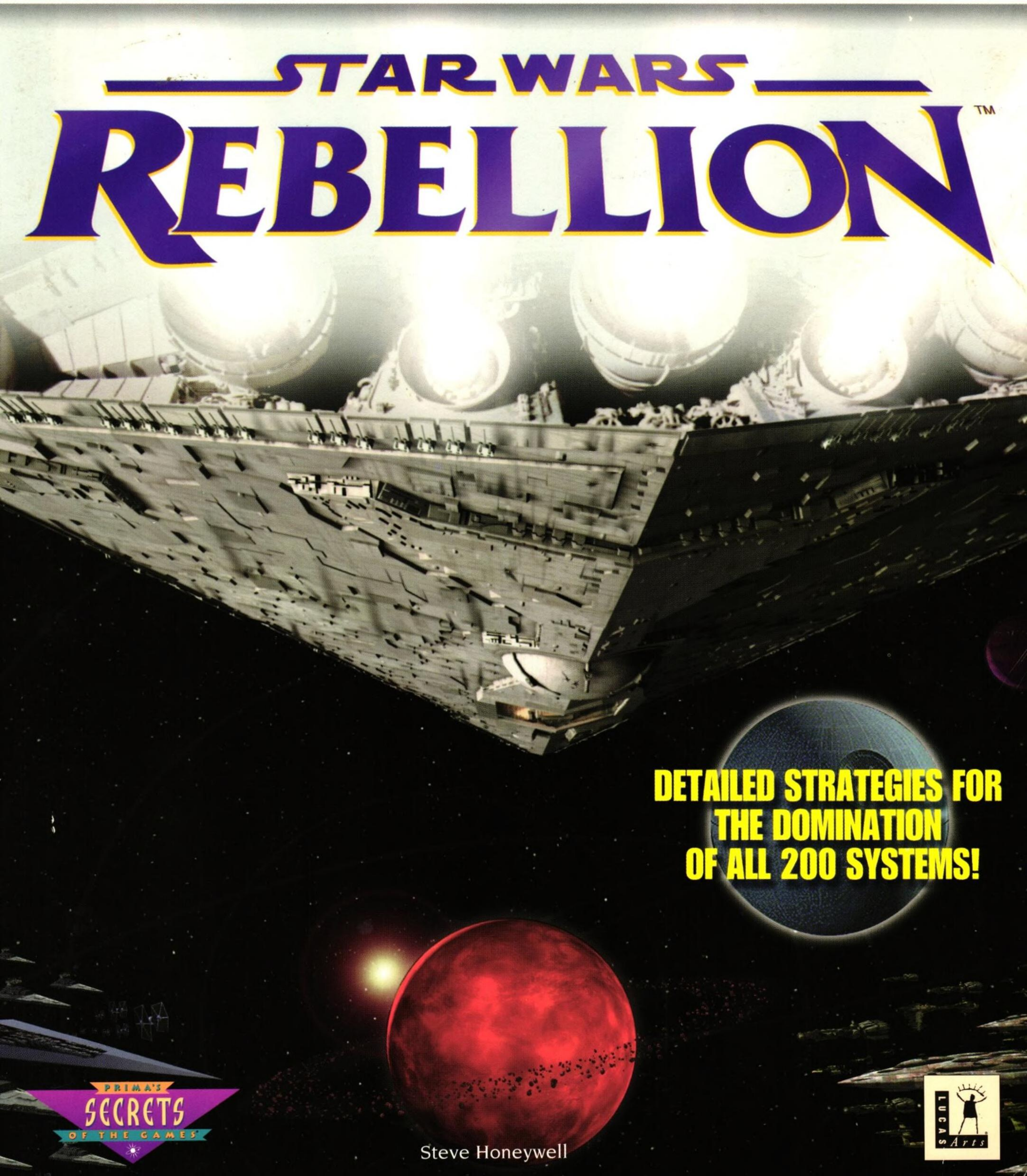
PRIMA'S OFFICIAL STRATEGY GUIDE

STAR WARS REBELLION™



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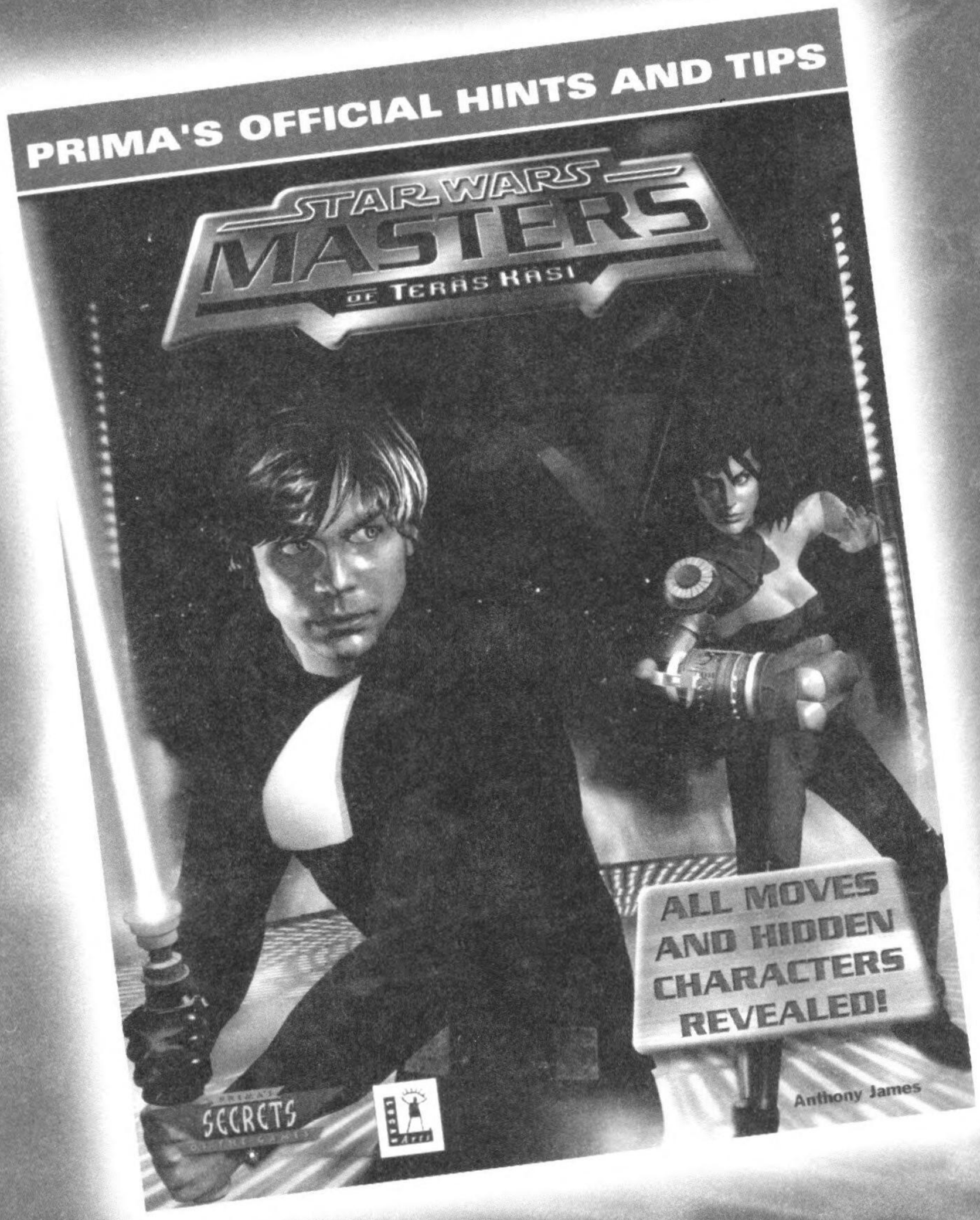

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STAR WARS REBELLION™

Official Strategy Guide

Steve Honeywell

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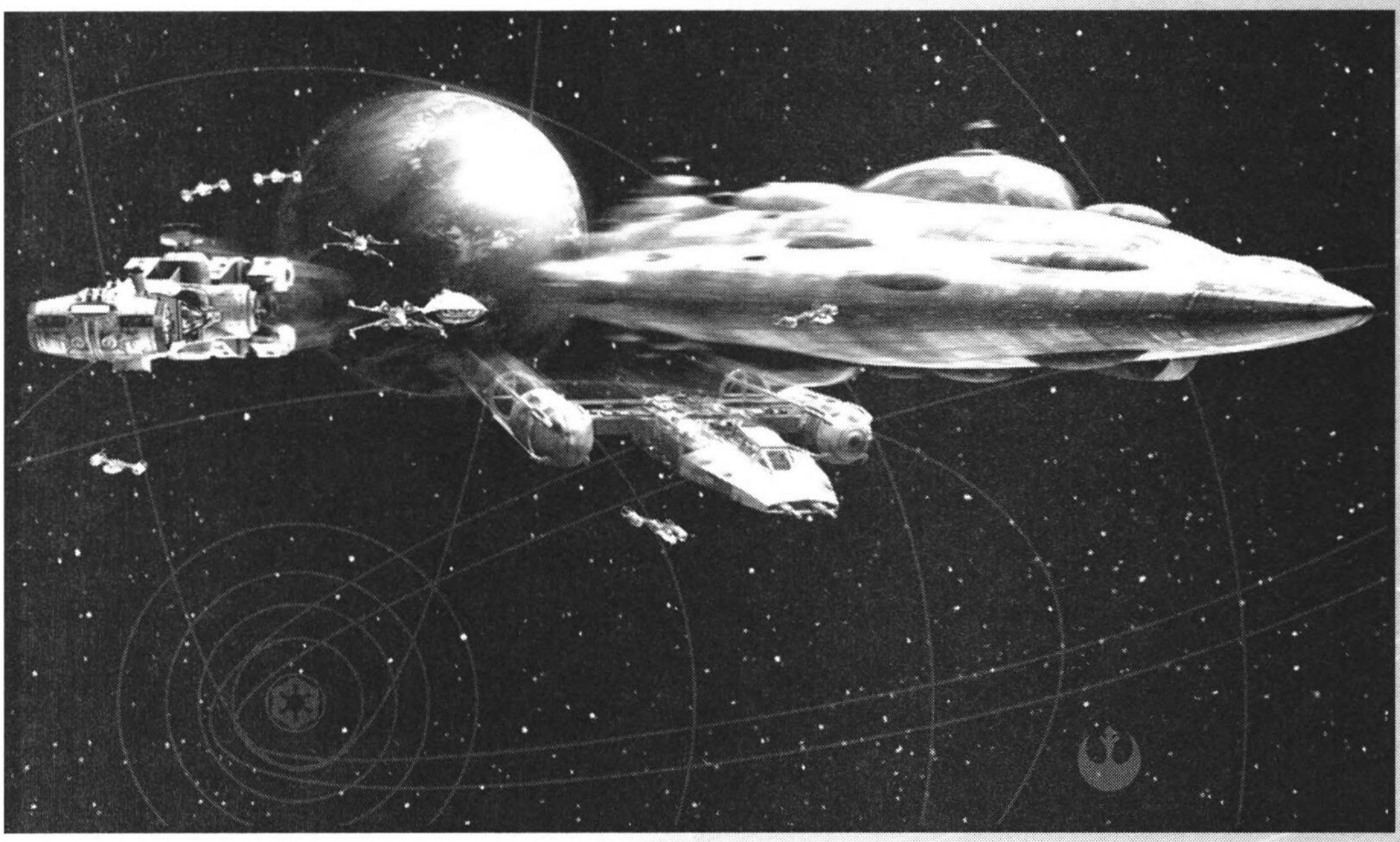
Dedication

For Sue, my Force.

Acknowledgments

No book, despite what it says on the cover, is ever the work of just one person, and Star Wars Rebellion™: Prima's Official Strategy Guide is no exception. Thanks to Sue, who stood by patiently and tried very hard to understand while I sabotaged Imperial ships and took over Alliance systems. Much thanks to Mollie Boero at LucasArts Entertainment Company LLC for keeping me informed and in the loop as Star Wars Rebellion grew and matured, and to Greg Land, also at LucasArts, for spending a day thrashing me online. Thanks to Derek Flippo,Stephen McManus, Scott Tingley, Deedee Anderson and Diane Dybayski in LucasArts' Quality Assurance department for providing game info and fact checking this guide. Thanks to Amy Raynor, Brooke Raymond, and everyone else at Prima for putting up with a sometimes finicky and always wordy author. Thanks to the staff and students at USA Karate, who understood why my schedule got goofy for awhile. Finally, thanks to Luna who has never understood why daddy can't always play with her, but rarely complains.

Chapter 1
An Introduction to Star Wars Rebellion™



Events Leading to the Rebellion

A LONG TIME AGO, IN A GALAXY FAR, FAR AWAY, A REPUBLIC OF SYSTEMS BANDED TOGETHER FOR MUTUAL SUPPORT AND DEFENSE. THIS OLD REPUBLIC WAS BENEVOLENT, ALTHOUGH PLAGUED WITH THE PROBLEMS OF ANY LARGE GOVERNMENTAL FACILITY, WITH ITS FACTIONS AND COMPETING INTERESTS. FOR THE MOST PART, HOWEVER, IT WAS A BASTION OF JUSTICE AND AID FOR ALL SYSTEMS AND ALL SPECIES. AFTER THE CHAOS OF THE CLONE WARS, THE OLD REPUBLIC, ASSISTED BY THE JEDI KNIGHTS, SET OUT TO REBUILD THE GALAXY'S SHATTERED CIVILIZATIONS.

Its factions and the problems they created never went away. The galaxy held thousands of systems and nearly as many species, beliefs, and languages. The immense size of the Republic and its governing Senate was necessary, but also was part of the problem. Its bureaucracy was complex and many-layered, and greedy Senators found ways to use their influence for their own ends—most of which would not benefit the Republic as a whole.

Over time, more and more Senators found these bureaucratic loopholes. Senator Palpatine, who seemed harmless and uninspired to many, was actually a very ambitious man. As the Senate weakened due to corruption, systems across the galaxy threatened to secede. Crime increased. Solutions were needed. The moment was perfect for the plodding, methodical Palpatine, and solutions were precisely what he proposed.

Through a variety of avenues—deception, promises, political maneuvering, and outright fraud—Palpatine was elected head of the Senatorial Council—president of the Republic. Many Senators voted for Palpatine, even those loyal to the Republic's ideals, simply because he promised to solve the Republic's many crises. The corrupt Senators followed him, as well, assuming that such an uninspiring man would be easy to control.

Ultimately, both factions—those loyal to the Republic's ideals and those loyal only to themselves—got something much different than what they'd hoped for. Palpatine proved dynamic and ruthless in his quest for power. Once he'd gotten a start toward acquiring it, nothing could stand in his way. The Senate degenerated into petty bickering and Palpatine's power grew, until finally he seized control of the Republic from the Senate.

Once he had the authority, Palpatine disbanded the Senate, declared himself Emperor, and launched his campaign for a New Order. Promising glory, Palpatine's New Order began destroying the freedoms the Republic had worked so hard to create and protect. Assisted by a fallen Jedi named Darth

Vader, Palpatine and his Empire embarked on a course of terror and evil under the feeble pretense of restoring order and peace to the troubled galaxy.

Of course, many finally awoke to the truth when Palpatine destroyed the Senate. The Republic was gone, and Palpatine's Empire revealed itself one of hate and fear. Still, many valued their freedoms enough to break away from the Empire. Whole systems rebelled, bringing down the Empire's wrath with its great fleets and hostile military. It dealt harshly and brutally with any sign of rebellion, both to stop uprisings before they started and to discourage similar movements on other systems. Superficially, this had the desired effect: many rebellious factions, however, went underground, still committed to fighting for their freedom, but unable to stand up to the full might of the Empire.

The Empire was still too weak to fully control all the galaxy's systems, however. The Rebel Alliance grew slowly, gaining support against the increasing brutality Palpatine and his forces inflicted. Try as the Empire might, the Rebel Alliance was too scattered to find and crush utterly. Even atrocities such as the massacre at Ghorman failed to stop individuals and cultures from turning against the Empire, and in many cases, such atrocities spurred entire systems to support the Rebel Alliance openly. To prevent other systems from breaking away, the Empire created a new weapon of destruction—the Death Star.

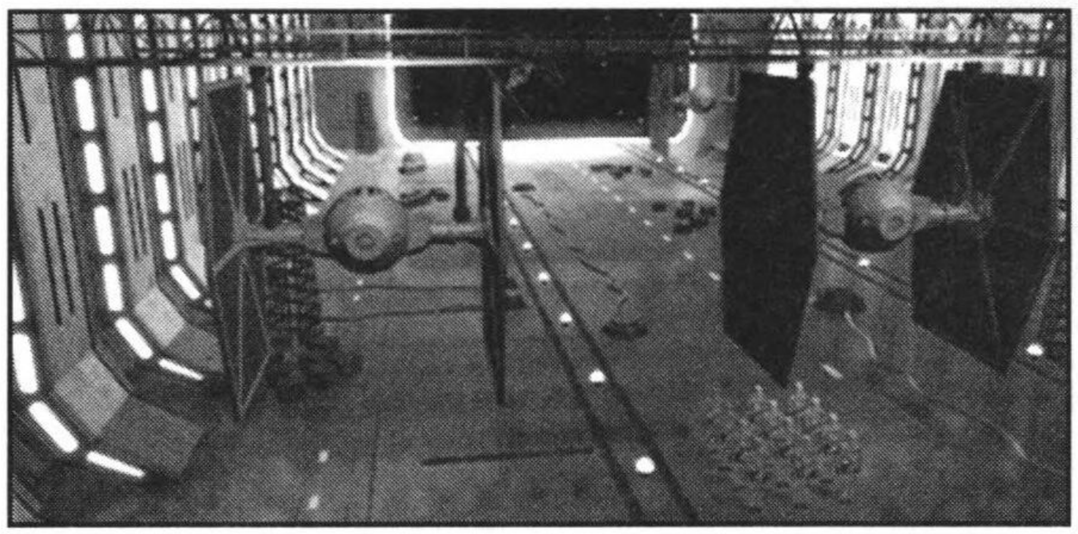


Fig. 1-1. The Empire rolls out its TIE fighters—short-range, one-man fighter craft.

The Death Star was an orbital battle station the size of a small moon. Capable of carrying huge fleets of ships and scores of troops, the Death Star's main weapon, a huge laser cannon, could destroy an entire system.

Technical readouts for the Death Star were stolen by a young but influential member of the Rebel Alliance, Princess Leia Organa, adopted daughter of former Senator Bail Organa of the system Alderaan. Leia took the plans to the main Rebel headquarters on one of the moons orbiting the system Yavin, in a distant sector in the Outer Rim Territories. The Death Star followed, seeking to destroy the galaxy's main concentration of Rebel forces by using its great laser cannon to destroy the moon.

But the technical readouts revealed a weakness in the massive Death Star's defenses. Small, one-man fighters penetrated the Death Star's defenses, and a young pilot named Luke Skywalker launched a pair of proton torpedoes down an exhaust port. The consequent chain reaction caused the Death Star to explode and prevented the Rebel Alliance's destruction—for the time being.

Chapter 1

The Galactic Situation

Note

THE MOVIE *STAR WARS* CONTAINS MUCH OF STAR WARS REBELLION'S BACK STORY.

In destroying the Death Star, the Rebel Alliance has scored a tremendous victory against the Empire. Having narrowly escaped their own destruction, the Rebels have little time to celebrate. They've dealt with the immediate threat, but the Empire still holds the upper hand throughout most of the explored systems in the galaxy, especially at the Galactic Core.

More importantly, the Empire now knows the location of the main Rebel headquarters. Although there are no Imperial forces in the Sumitra sector, where Yavin is, ships are almost certainly on the way to crush any Rebel forces foolish enough to remain there. The Rebel Alliance exists by stealth

and guile; its forces are too few and dispersed to cope with a full Imperial assault. However, it has moved its base of operations to a new system.

The situation as it stands now—the Empire has suffered a terrible defeat but still holds tremendous power in terms of systems, ships, and troops. The Rebels' location is unknown, but the Empire is confident its overwhelming strength and use of threats and violence will keep the peace. The Rebel Alliance, although victorious, is still too small and disorganized to stand up to the Empire in a straight fight. On the run and hoping to avoid Imperial spies and informants, the Rebel Alliance aspires to gain power and influence until it matches the Empire in strength.

Note

IN THE *MOVIE THE EMPIRE STRIKES BACK*, THE REBEL ALLIANCE MOVES ITS BASE OF OPERATIONS TO THE SYSTEM HOTH. BECAUSE THIS WOULD MAKE IT TOO EASY FOR THE EMPIRE TO FIND, THE REBEL BASE IS LOCATED ON A RANDOM SYSTEM IN THE OUTER RIM TERRITORIES AT THE START OF EACH GAME.

The Empire

At its highest levels, the Empire embodies evil, and its leaders personify greed and lust for power. This doesn't necessarily filter down to its lower ranks, however; the average stormtrooper just waits for his next set of orders. Still, the Empire thrives on tyranny, and on ruling with an iron boot. Stormtroopers aren't noted for their friendliness or mercy, and the Empire itself is likely to treat any small itch the Rebel Alliance causes with excessive force. This is the way of the Empire, and it's the most effective way for it to succeed in its goal of galactic domination.



Fig. 1-2.
The Imperial home system is Coruscant. The Imperial bureaucracy has grown so large, Imperial City now covers Coruscant's entire surface.

Goals and Tactics

The Empire's only goal is galactic domination. It has replaced the Republic's bureaucracy with its own bureaucratic layers, and in such a galaxy, rebellion will always exist to some extent. However, the organized and open Rebel Alliance is more than the Empire can allow. While it holds true to its—and Palpatine's—goals of conquering and dominating the galaxy, it must turn its attention to the hated Rebels.

To discourage other systems from joining the Rebel Alliance, the Empire uses force, often excessive force. It controls systems through violence and the threat of violence. Rebel-controlled systems are blockaded, bombarded, and invaded to bring the populace to heel. Threats of similar treatment and the use of excessive penalties and retaliation keep other systems from allying with the Rebels. The Empire constantly must acquire power and use it to crush even the smallest hints of insurrection.

Imperial Victory Conditions

To crush the Rebel Alliance, the Empire must accomplish three goals. First, it must locate the Rebel headquarters, currently hidden on a system somewhere in the Outer Rim Territories. Once found, this headquarters must be crushed, breaking the Rebel Alliance by destroying its nucleus. Without this command center, the far-flung Rebel Alliance can't coordinate its efforts.

Second, the Empire must capture two important Rebels—first and foremost, Mon Mothma. This former Senator of the Republic formed the Rebel Alliance and currently serves as its Chief of State and Supreme Commander. Her capture would be a devastating loss to the Rebels. The Empire also must capture Luke Skywalker, the young pilot who destroyed the Death Star. His victory at Yavin rallied many to the Rebel Alliance's cause. Capturing him would be a demoralizing blow that would tear the heart from the Rebel forces.

The Rebel Alliance

The Rebel Alliance is comprised of people as diverse as their reasons for acting against the Empire. Numerous species from dozens of systems have banded together to fight Imperial oppression. But where the Empire grows and thrives, the Rebel Alliance simply exists, happy to have been spared destruction at the hands of the Death Star. As the Empire presses forward with force and tyranny, the Rebels seek to gain new recruits through nobler venues—the fight *for* freedom and *against* the terror of the Empire. The Rebel Alliance is active and its power is growing, but it's still too small and weak to flaunt itself before Palpatine and his minions.

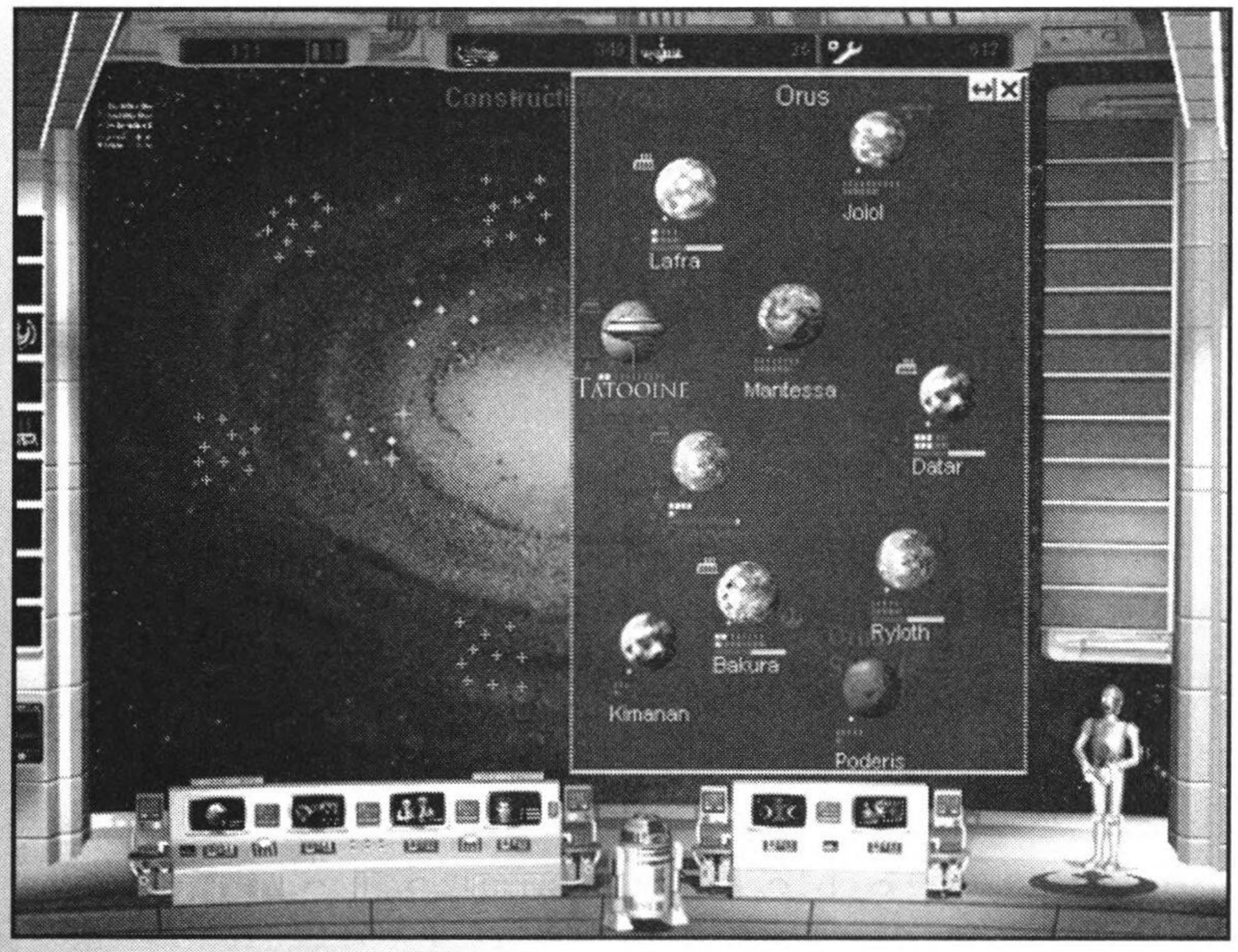


Fig. 1-3. The Rebel headquarters changes from game to game, even located at times on Luke Skywalker's home system Tatooine.

Goals and Tactics

The overriding goal of the Rebel Alliance is the eventual overthrow and destruction of Emperor Palpatine and his hated Empire. However, because the Rebel Alliance lacks the manpower, ships, and ability to challenge the Empire in a direct confrontation, Rebel forces must fight from hiding, and look to damage the Empire in any way they can. Sabotage, espionage, and other covert activities make up much of the Rebel Alliance's tactics. Situations where Rebel numbers are superior to the Empire's are few and far between, and must be exploited immediately.

Because of its present inferior position in terms of warships and troops, the Rebel Alliance tends toward more peaceful courses of action. It uses diplomacy to sway systems not allied with either side, and exploits its small military victories as fully as possible. The Alliance moves its forces continually, avoiding Imperial notice, slowly gathering power so that eventually it can challenge the Empire in one final battle for control of the galaxy.

Alliance Victory Conditions

Like the Empire, the Alliance must accomplish several goals before it can claim victory. The Rebels' one advantage is that they're well aware that Imperial City, on the system Coruscant, is the seat of the Empire's power. For the Empire to fall, the Rebels must blockade and usurp power at Coruscant, claiming the seat of Imperial power as their own. Its capture would generate chaos among the Empire's remaining forces, severing the fleets and troops from their nerve center.

In addition, to destroy the Empire utterly, the Rebels must find and capture its two most powerful members. The first is Emperor Palpatine himself. Should he fall into Rebel hands, the Empire would have no direction beyond its commanders' personal goals. Just as critical is the capture of Darth Vader. As Palpatine's primary enforcer, Vader instills fear in all who see him. His loss would create a void the Empire would be unable to fill, and would leave Palpatine without his right-hand man.

How to Use This Book

At the start of each game of Star Wars Rebellion™, you may choose to play as either Empire or Rebel Alliance. Again, each side has its slight advantages and disadvantages, but both sides use essentially the same tactics to achieve their ends. Most factors determining which side has the advantage are randomized at the start of each game. In any individual game, either side can start start with the upper hand. As a general rule, the Empire has better ships and can do more blockades at the start of a game. Later in the game the Alliance can develop more advanced ships and can catch up with or surpass the Empire's fleet advantage. Your task as supreme leader of either side is to destroy your enemy's headquarters and capture the two main characters leading the other side. Only then will the Rebel player free the galaxy, or the Empire open it to total conquest.

The following pages provide information about how to crush your enemy and dominate the galaxy depending on which side you take. Among the topics covered for both Rebel Alliance and Empire are:

- Exploring the galaxy around you
- Building up your infrastructure to aid your military and diplomatic efforts
- Creating powerful fleets
- Using characters and military units to conduct important missions
- Various aspects of diplomacy
- Conquering new systems
- Engaging in systemary and ship-to-ship combat
- Overriding strategies for the Empire and the Alliance
- Playing head-to-head against another human player

Although the aims of each side and many of the tactics for achieving them remain the same from game to game, little else does. Many factors at the beginning are randomized, making each game of Star Wars Rebellion substantially different from the last. Thus, it's impossible to present guaranteed tactics for every conceivable situation.

Rather, this book offers guidelines, principles, and strategies that work in many, if not most, situations. Although not every situation is covered, many are, and explained in such a way that general theory will carry over

to other situations you'll encounter in your quest to free or claim the galaxy. You'll learn how to detect enemy weaknesses and how to avoid exposure to similar exploitation. You'll learn how and when to conduct missions and military strikes and when to use diplomacy. In short, you'll get answers to your questions, as well as a few answers you probably didn't think to ask. You have at your fingertips everything you need to achieve victory—no matter which side you choose.

Game Options

There are certain elements in Star Wars Rebellion which you cannot control. For example, you can't control the number of enemies you face at one time, because Star Wars Rebellion is a game of an evil Empire battling a band of rebellious warriors—not always a one-on-one battle. However, you do control several factors at the outset. Each will dramatically affect the way each game of Star Wars Rebellion plays.

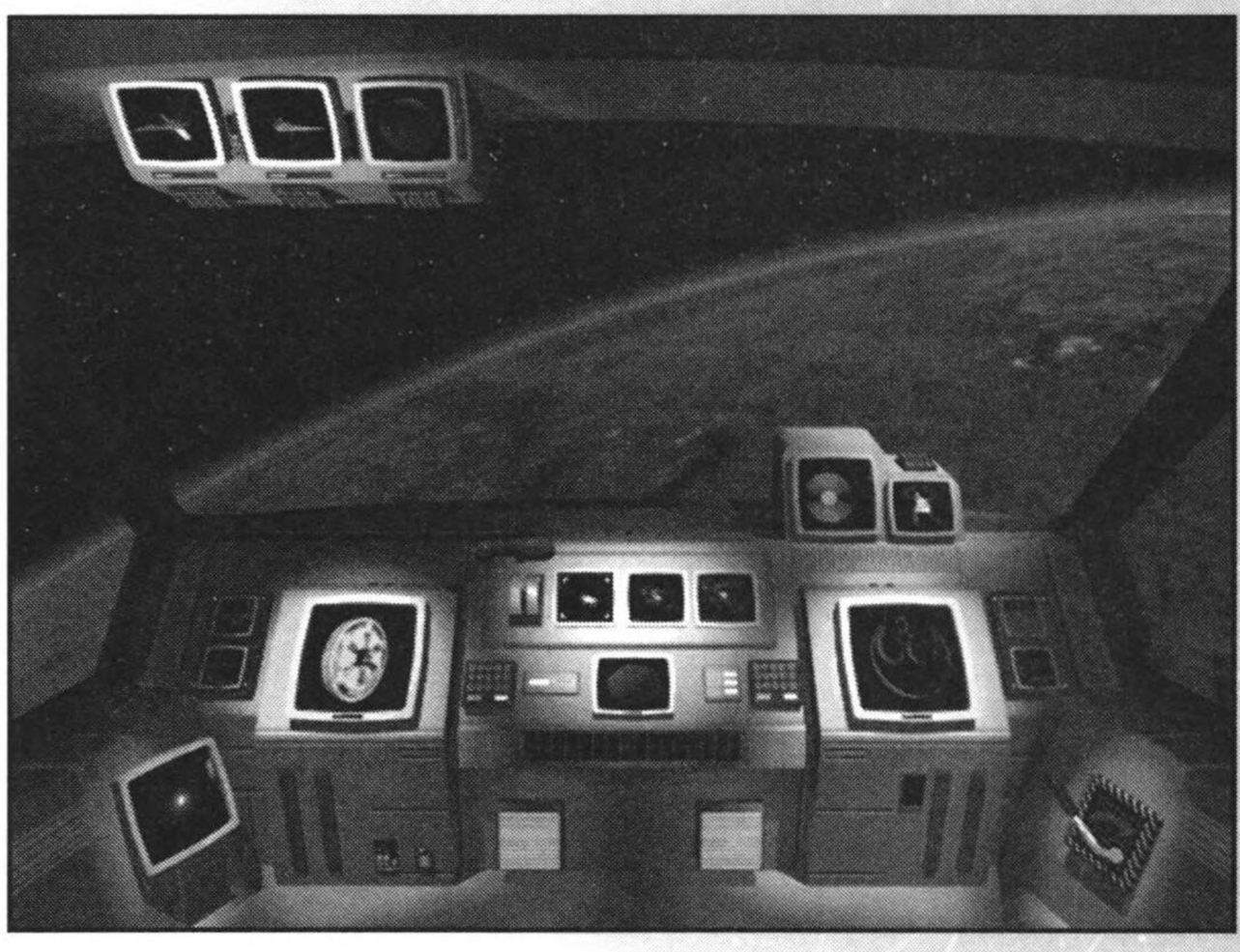


Fig. 1-4. Before beginning a new game, you can choose from several options that affect both the length and the difficulty of the coming war.

Galaxy Size

The size of the galaxy in Star Wars Rebellion affects several things, most notably the game's potential length, especially for the Empire. At its smallest, the Star Wars Rebellion galaxy holds 10 sectors of 10 systems each, for a total of 100 systems. Three of these sectors exist at the Galactic Core, and the other seven lie in the Outer Rim Territories. Medium galactic size is 15 sectors—four in the Core and 11 in the Rim. At its largest, the Star Wars Rebellion galaxy holds 20 sectors, for a total of 200 systems. Six of these sectors lie at the Core, with the other fourteen in the Rim.

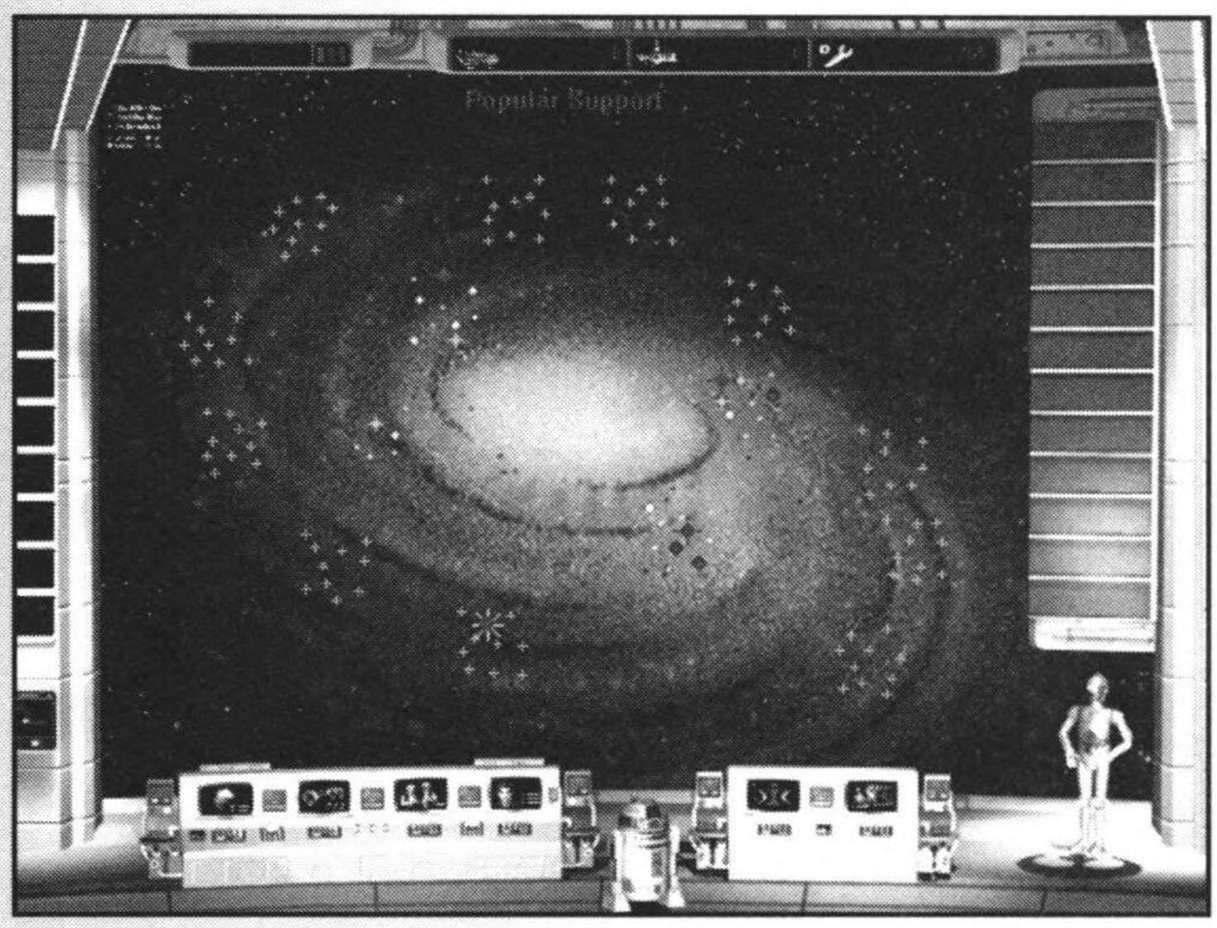


Fig. 1-5. Playing the medium-sized galaxy offers a lot of territory to explore, and starts both Empire and Alliance out with fair numbers of systems and structures.

Galaxy size affects several other aspects of the game, as well. With a larger galaxy to work in, each side begins with more systems in its control, and thus a larger infrastructure of mines, refineries, and other structures already in place. Playing in a larger galaxy also gives each side additional characters already in place.

Difficulty

Different difficulty settings make for substantially different contests. The difficulty you choose determines how many resources and systems you

start with versus what your apponent has. The computer will act the same for all difficulty settings. At the hardest level, the enemy has more resources, you have less. Resources include the number of planets you control and the facilities on them, and the number and quality of ships. Easy games tend to have better ships.

At the hardest of the three levels, your enemy will be aggressive and will use its resources with utmost efficiency. A computer-controlled Rebel force will exploit every weakness in the Empire's defense and will pursue neutral systems with single-minded determination. The Empire, when controlled by the most difficult computer opponent, will offer no rest to the Rebel player, hunting down military units and characters without respite. You'll also start at a greater disadvantage in terms of raw material and units, even as the Empire, at the hardest difficulty setting.

At the easiest level of difficulty, the computer-controlled enemy is far less likely to notice your mistakes, let alone take advantage of them. This is the default difficulty setting.

The middle level of difficulty falls somewhere between these extremes. This level of difficulty will offer an excellent challenge for experienced strategy gamers new to Rebellion, or for new strategy gamers as they learn the ins and outs of Rebellion.

Headquarters-Only Victory

For a quicker game, select this option to eliminate the goal of capturing enemy characters. To win, you need capture only the enemy headquarters. This option gives the Rebel Alliance an advantage, because it begins the game knowing the location of the Imperial base of operations, even if it lacks the power to capture it.

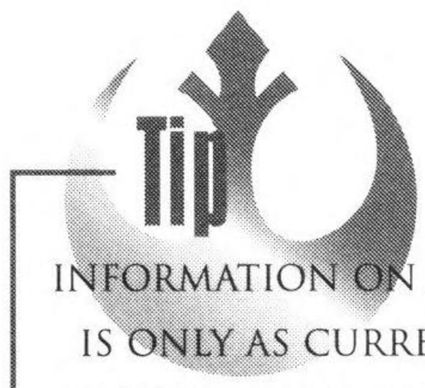
Chapter 2
Exploring the Galaxy

The Importance of Exploration

EVEN THE SMALLEST GAME OF STAR WARS REBELLION HOLDS 100 SYSTEMS, AND MORE THAN HALF OF THESE ARE UNKNOWN TO YOU AT THE START OF THE GAME. ALTHOUGH YOU HAVE DETAILED INFORMATION ON SOME SYSTEMS, MANY OF THESE WILL BE NEUTRAL OR WILL BELONG TO THE ENEMY. AS YOU PLAN YOUR EXPANSION ACROSS THE GALAXY, YOU MUST GATHER INFORMATION ABOUT THE OTHER SYSTEMS IN THE SECTORS AROUND YOU. LEARNING ABOUT ENEMY-HELD SYSTEMS IS CRITICAL, BECAUSE IT AFFORDS YOU THE LUXURY OF KNOWING WHAT YOUR ENEMY HAS. INFORMATION ON NEUTRAL SYSTEMS HELPS YOU BETTER PLAN YOUR DIPLOMATIC MISSIONS, SO YOU CAN CONCENTRATE YOUR EFFORTS ON SYSTEMS THAT POSSESS THE ITEMS YOU NEED. FINALLY, THE ONLY WAY TO DISCOVER RICH, UNINHABITED SYSTEMS AND OTHER NEUTRAL SYSTEMS IS TO EXPLORE. YOU'LL SPEND MUCH GAME TIME SEEKING NEW SYSTEMS AND GATHERING DATA ON SYSTEMS NOT UNDER YOUR CONTROL.

It would be difficult, at best, to acquire a complete understanding of every system in the game. Still, it's imperative you send exploratory fleets to the Outer Rim Territories at the start of the game, and that you begin investigating the other systems in your occupied sectors immediately.

Exploring systems is critical to your efforts. Through reconnaissance and espionage you can determine where the enemy is vulnerable, and where to strike next. You can find systems worth sending troops to and building up to add to your infrastructure. The more knowledge you have, about both enemy systems and neutral systems, the better you can plan a winning strategy. Without this information, your actions may well end up doing more harm than good. You can't overestimate the importance of digging up new information on as many locations as possible.



INFORMATION ON ANY SYSTEM IS ONLY AS CURRENT AS THE LAST TIME YOU GOT INFORMATION. YOU CAN GATHER NEW INFORMATION WITH RECON OR ESPIONAGE MISSIONS, OR IF YOU HAVE A FLEET BLOCKADING A SYSTEM. SITUATIONS ON SYSTEMS CHANGE AS NEW UNITS ARE BROUGHT IN, NEW STRUCTURES ARE CREATED, AND CHARACTERS MOVE FROM PLACE TO PLACE. JUST BECAUSE YOU HAVE INFORMATION ABOUT A SYSTEM, DON'T THINK YOU KNOW EVERYTHING ABOUT ITS CURRENT SITUATION. EVEN NEUTRAL SYSTEMS AREN'T STATIC—YOUR ENEMY CAN TAKE OVER AND START DEVELOPING WHILE YOUR ATTENTIONS ARE FOCUSED ELSEWHERE.

Examining Known Sectors

The sectors at the Galactic Core have been fully explored for years. Thus, you have considerable information about these systems, even those not under your control. Generally, the Empire will have information about any sector in which it possesses a system at the start of the game. Even if the Empire doesn't have a system in one of the Core sectors, information will still be known about all the systems in the sector. The Rebel Alliance will have

information on the same sectors, but because the Rebel Alliance starts the game with two systems in the Outer Rim Territories (their headquarters and Yavin), it has a slight information advantage. However, the Rebel Alliance starts with information only on these two systems; the other systems in these sectors are unknown to it.

You needn't explore the Core Worlds to determine what they hold. But circumstances on these systems—especially those your opponent holds—change over time. You'll know the basic structures on all the Core Worlds at the start of the game, but not the presence of characters, units, or fighters, and having this information will help determine which systems you intend to attack or subvert, and which of your systems need the most protection. The only way to keep track of exactly what is going on in the sector is to investigate. This is not without its dangers, but conducting espionage is necessary.

Investigating Enemy-Held Systems

One of the most important things in any fight is to know what your opponent can throw at you. Much of warfare is bluff and challenge. If your enemy thinks you are stronger than you are, he or she will leave you alone. If your enemies think you are weaker than you are, they may make a fatal mistake. Being able to bluff or feign weakness successfully requires that you know more about your enemy than he or she does about you. To keep track, you'll need to run reconnaissance and espionage missions. The details of these missions will be covered in greater depth in Chapter 5.

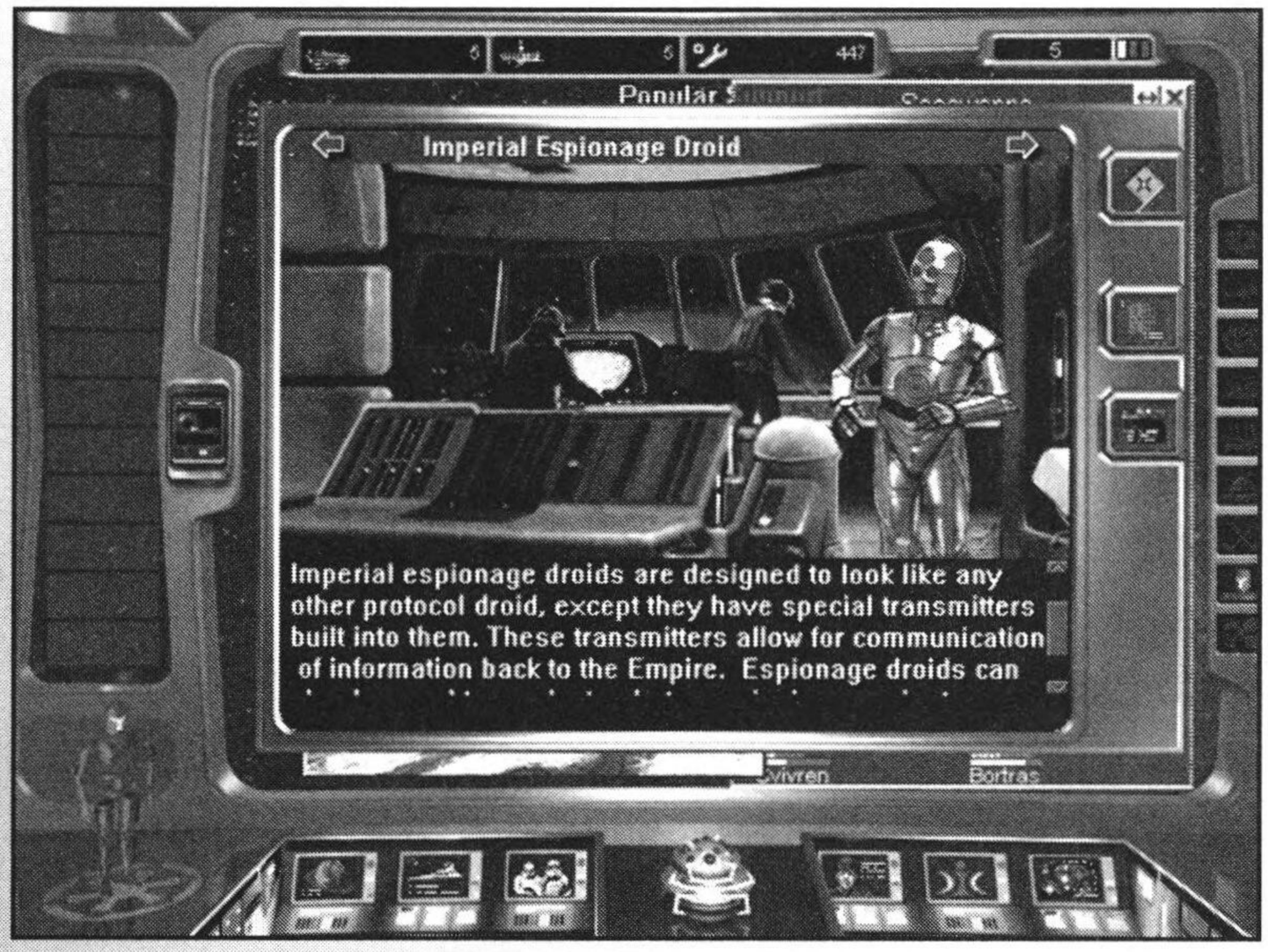


Fig. 2-1. Exploring enemy territory is as easy as sending someone (or something) on an espionage mission. Of course, there's always the chance of capture.

Rebel Alliance Intelligence—Track Those Troops!

For the Rebel Alliance, keeping track of the movements of Imperial troops is extremely important, as is maintaining a sense of what the Empire is currently building in terms of structures and ships. There are few times and fewer places where the Rebel Alliance will find itself in a militarily superior position over the Empire. By keeping track of what the Empire is doing, the Rebel player can manufacture brief instances of superior strength—perhaps enough to wrest control of a system from the Empire or defeat a large Imperial fleet.

Tip

IMPERIAL PLAYERS, WHEN THEY FIND THE REBEL HEADQUARTERS, MUST MOVE QUICKLY. IF THE REBEL ALLIANCE SUSPECTS THAT THE LOCATION OF ITS BASE IS KNOWN, IT CAN MOVE THE HEADQUARTERS TO A DIFFERENT SYSTEM—EVEN A DIFFERENT SECTOR.

Imperial Intelligence—Find Rebel Headquarters!

Since the Rebel Alliance exists in the shadows, investigating Rebel systems is important for the Empire. Even the locations of the Rebel systems in the Rim are mysterious to the Empire, so the Imperial players must use every opportunity to capitalize on any information they gather about Rebel systems. (Core Alliance systems are always known.) Since the Rebel Alliance generally starts many games in a difficult position in terms of production capacity, a quick strike by the Empire can neutralize the construction and shipyards held by the Rebel Alliance in the Core sectors. More important for the Empire, however, is to determine the location of the Rebel headquarters. Only through espionage and reconnaissance can the Imperial player discover where the Rebel headquarters is hiding.

Tip

THE FACILITIES A NEUTRAL SYSTEM POSSESSES CAN BE EVEN MORE IMPORTANT THAN ITS POTENTIAL FOR DEVELOPMENT. YOU CAN SAVE YOURSELF A LOT OF TIME WHEN MOVING INTO A NEW SECTOR BY CONVERTING OR DOMINATING A SYSTEM THAT ALREADY HAS A CONSTRUCTION YARD. DON'T SIMPLY ATTACH YOURSELF TO A NEUTRAL SYSTEM BECAUSE YOU CAN—MAKE SURE THERE IS A LEGITIMATE REASON FOR YOU TO WANT THAT SYSTEM AS A PART OF YOUR CONQUEST. AS EITHER THE EMPIRE OR THE ALLIANCE, YOUR RESOURCES ARE TOO IMPORTANT TO SPREAD THINLY. DON'T TAKE OVER SYSTEMS JUST FOR THE SAKE OF CONTROLLING THE, HAVE A PLAN FOR EACH SYSTEM.

Investigating Neutral Systems

You can get information about neutral systems the same way you get information about your own systems. Just click on the portion of the system you'd like information about. No neutral systems have garrisoned troops, but some may have planetary shields or defensive batteries. More important, many neutral systems have orbital shipyards, training centers, and construction yards in place, not to mention mines and refineries. Unlike

investigating enemy-held systems, there is only one real reason to keep tabs on neutral systems. Any neutral system is a potential spot for expansion either by you or by your enemy.

As you will see much more thoroughly in the next chapter, the presence of particular structures and facilities on a neutral system makes it much more attractive in terms of potential conquest. Take a couple of minutes and discover what is currently possessed by all of the neutral systems in the Core sectors. Based on what these systems currently possess, you should be able to prioritize them in order of which is most helpful to your cause. Treat neutral systems you discover in the Outer Rim Territory much the same way.

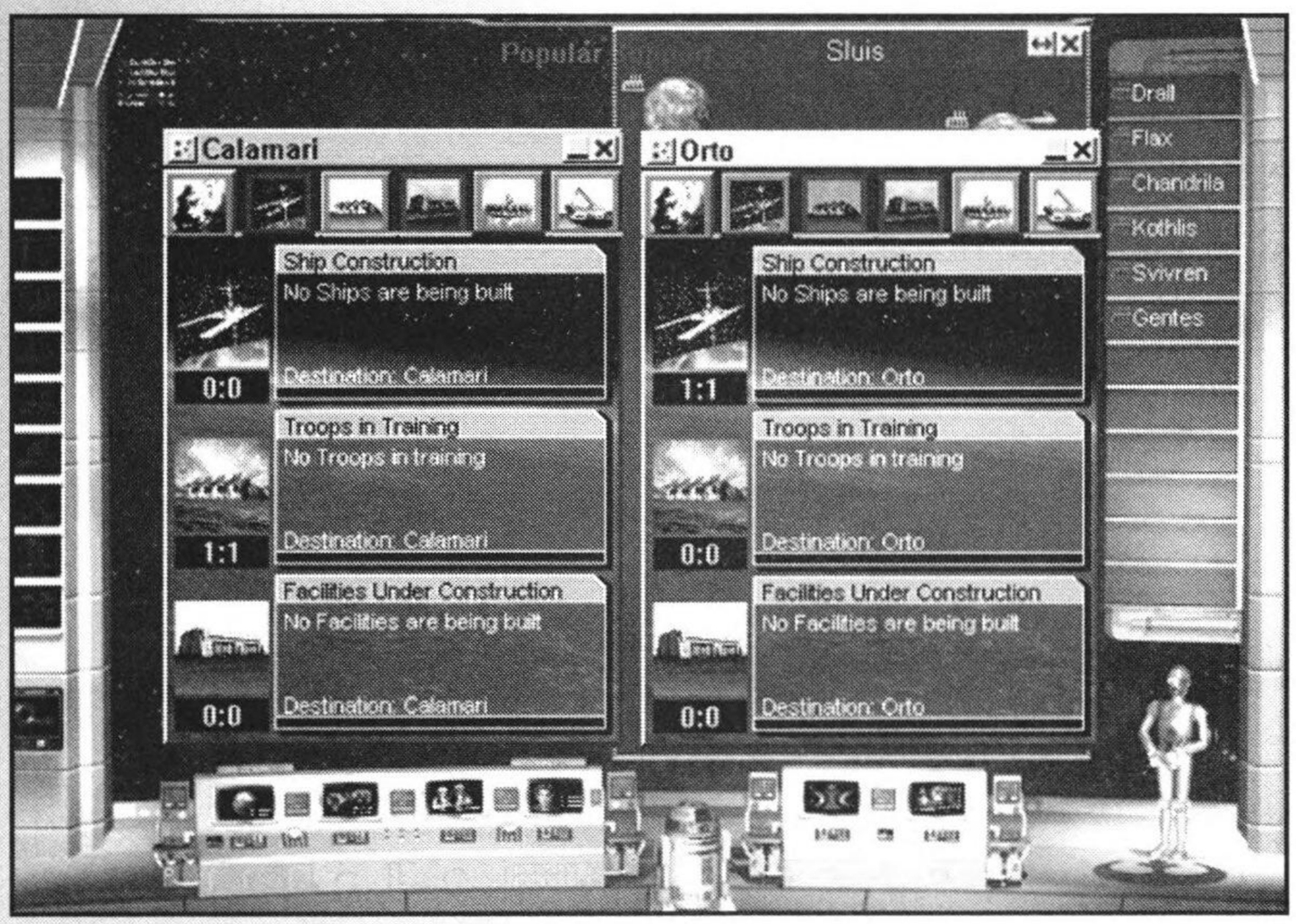


Fig. 2-2. Both Calamari and Orto are attractive because of their preexisting facilities. A diplomatic mission or planetary assualt could quickly have those facilities working for the Empire,so the Rebel Alliance must work fast.

When checking out neutral systems, keep a few things in mind. These neutral systems are as open to conquest by your opponent as they are to you. Also, just because a system is neutral doesn't mean it's worth fighting over. Neutral systems with less potential and no facilities are much less attractive than more powerful systems with great potential. Each system you bring to your side is

another system you must protect and build up. Taking the time when first investigating these neutral systems to determine which are worth your while will save you countless headaches.

Investigating Uninhabited Systems

All the systems at the Galactic Core will be occupied—by you, by your opponent, or by a neutral species. This isn't the case in the Outer Rim Territories, where many systems never have been investigated. A few neutral systems may still exist out there, but many will be inhospitable systems where only the hardy—or foolhardy—could hope to survive. Others may be lush and verdant, but have no intelligent life.

Note

TO CONTROL AN UNINHABITED WORLD, MOVE A GROUND-BASED UNIT FROM YOUR FLEET TO THE SYSTEM. ANY LAND MILITARY UNIT CAN SUCCESSFULLY GARRISON A SYSTEM.

Uninhabited systems possess their pluses and minuses. On one hand, you needn't risk your troops, since there are no ground forces there. There's no need to spend time on diplomatic missions, since there's no population to bargin with. On the other hand, because these systems aren't and never have been inhabited, none of the infrastructure you'll want and need is in place. You must build up these systems from scratch, and that takes time, patience, and effort.

To one way of thinking, though, this is an advantage. Nothing can prevent you from molding a fresh system into the exact system you want for your growing military interests. Just realize that building these systems up from nothing takes much longer than finishing off previously neutral systems with a structure here and there.

Both the Rebel Alliance and the Empire will find these systems useful and important in reaching their goals of galactic domination. This is far more true of the Rebel Alliance, however. Because the Empire dominates the heart of the galaxy, the Rebel Alliance's power is centered in the Outer Rim Territories. And given the presence of both the base on Yavin and their headquarters in the Rim Territories, the Rebel Alliance has a head start on exploring these systems.

Regardless of which side you play, checking out unexplored systems is important. You can either ignore them or put a troop on the planets to gain control. It affords the Rebels an opportunity to locate neutral systems and convert them before the Empire can find them. The Empire can't discover the Rebel base without exploring the Rim. Both sides must send ships into new sectors, where virtually anything can happen.

Exploring New Sectors

First, understand that exploring new sectors takes time. You can't explore unknown systems overnight, or even in the space of a game week. It takes time to travel between the systems within a sector, and, generally, it takes much longer to travel from sector to sector. While your fleet (or fleets) is en route to a sector, it will be unable to recieve orders, and if you need it for combat elsewhere, it will take many days for it to return. Exploring a new sector is something you must commit to: You can't go about it half-heartedly.

Tip

WHEN EXPLORING A NEW SECTOR AND PLANTING GARRISONS ON UNINHABITED SYSTEMS, GRAB AT LEAST TWO IN THE SECTOR. YOU CAN BUILD A CONSTRUCTION YARD ON THE FIRST AND, WHEN IT COMES ON LINE, SET IT TO DEVELOPING THE SECOND SYSTEM. YOUR EXPANSION WILL BE MUCH MORE RAPID WITH SEVERAL SYSTEMS UNDER YOUR CONTROL.

Explore Efficiently

Leave from the nearest system to the new sector, and travel to the system closest to the fleet's point of departure. This reduces your fleet's travel time. Further, move around the new sector systematically—for example, clockwise or counterclockwise. If possible, end your exploration of the new sector's 10 systems in a position either to move quickly to another sector or to take up an appropriate defensive position.

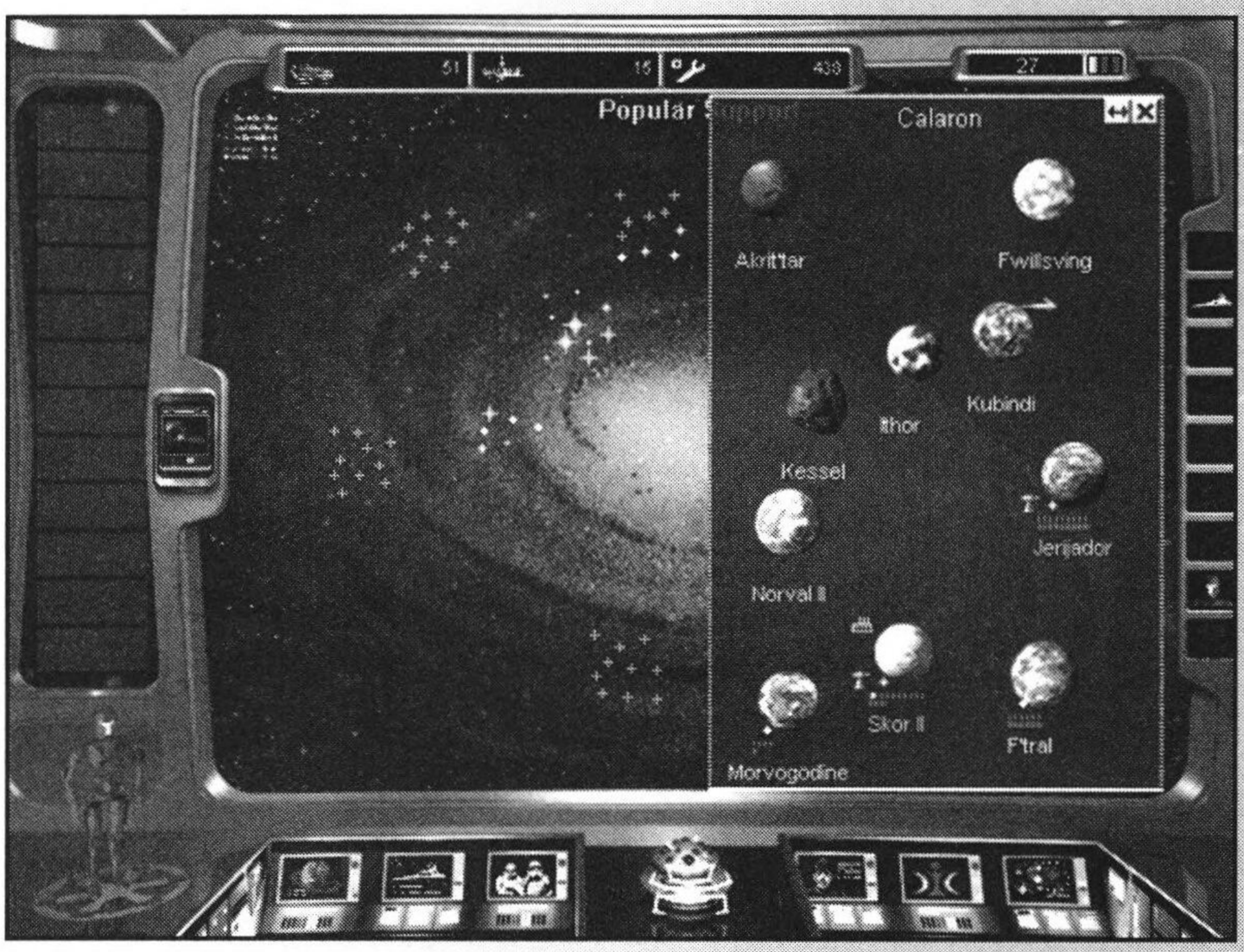


Fig. 2-3. The Empire has explored a portion of this sector and claimed a pair of new systems. The fleet is heading toward Kubindi, and there is a construction yard in the works for Skor II.

Explore Thoroughly

Don't rest until you know the situation, at least vaguely, on every system in the galaxy. Even then, keep your ships moving. Your enemy may well have colonized neutral systems you've explored after you've been there, and could be building up forces against you. Once the systems have been explored, keep your fleets moving and keep tabs on all the uninhabited systems that you can.

Keep Your Fleet Moving

Equally important, and easy to let slip, is keeping the exploratory fleet in mind at all times. Every time it reaches a new system, immediately send it on to the sector's next system. Explore quickly and efficiently all the unknown sectors. You can keep track by leaving the view of that sector open on the main screen. If this is impossible or cumbersome, keep an eye on your main screen's message bar. You needn't worry about reading the actual messages, but when the icon for a new message regarding a fleet appears, head to the sector you're exploring and get the exploration fleet moving to the next system.

Don't Waste Time!

Speed is essential for exploring these new sectors, more so than any other area of exploration and investigation. Moving quickly gives you a significant jump on your opponent in a given sector, and that only makes you stronger in the long run. Just as you want to capitalize on the weaknesses of your opponent and move rapidly to sway powerful or potentially powerful neutral systems to your cause, quick exploitation of new sectors can add a tremendous amount of power to your military machine.

Tip

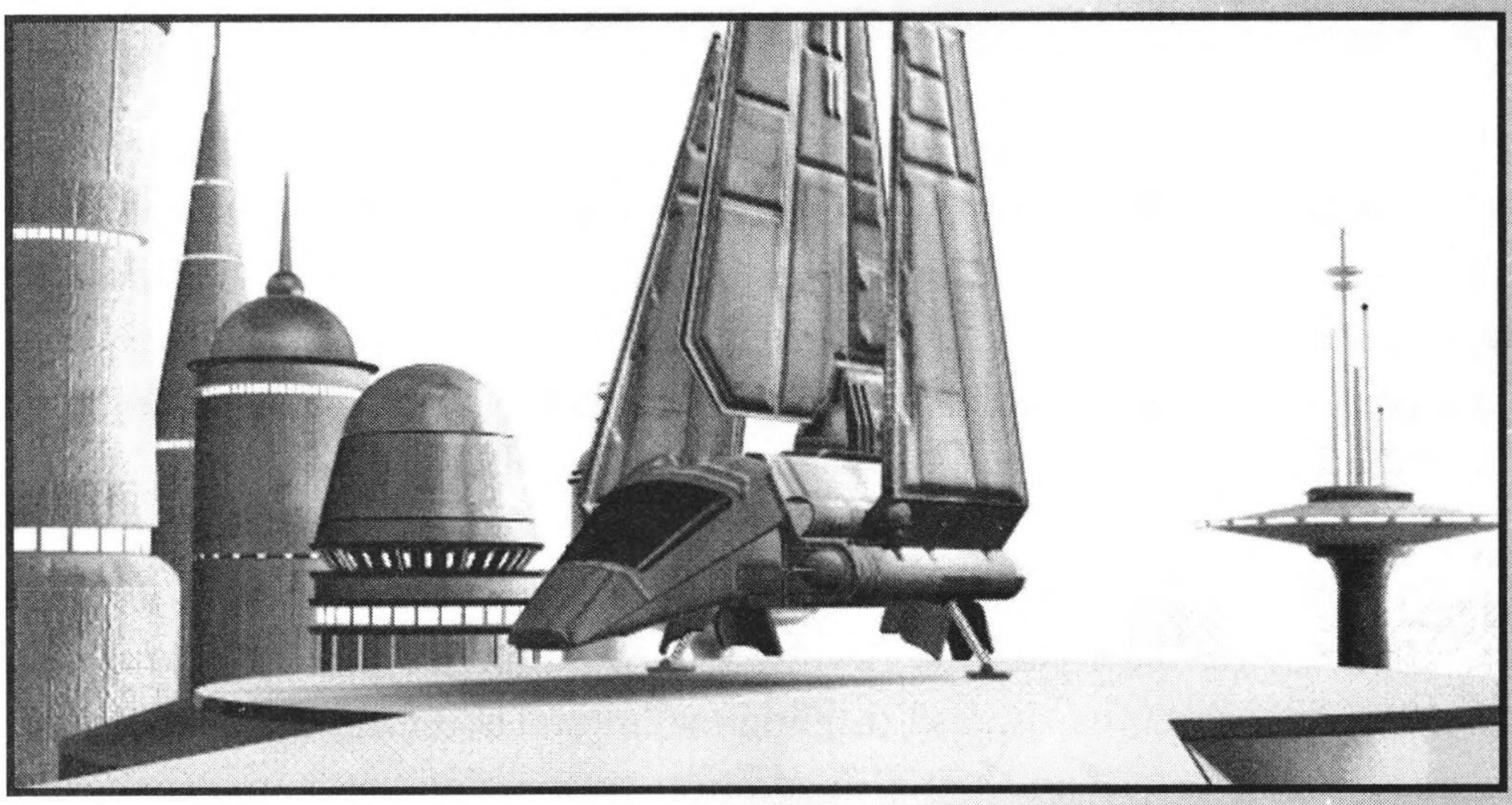
STATION A CHARACTER WITH GOOD DIPLOMATIC SKILLS AT A SYSTEM YOU CONTROL IN A NEW SECTOR. THIS WAY, SHOULD YOU FIND NEUTRAL SYSTEMS, SOMEONE WILL BE IN POSITION TO SWAY THEM DIPLOMATICALLY. FOR EITHER THE EMPIRE OR THE ALLIANCE, DIPLOMACY IS ALWAYS PREFERABLE TO FORCE BECAUSE IT'S LESS COSTLY THAN BUILDING AND MAINTAINING SHIPS AND TROOPS FOR TAKE OVER. AT THE BEGINING OF THE GAME, THE ALLIANCE HAS ONE MORE DIPLOMATIC CHARACTER, GIVING IT A SLIGHT ADVANTAGE IN DIPLOMACY.

In a Big Galaxy, Two Is Better Than One

The exploration of new systems and new sectors will occur during a good portion of the game. Generally, you'll need only one exploratory fleet when playing in a smaller galaxy, but if you can afford it, two such fleets can give you a substantial advantage. This is especially true in a larger game, when each side starts with more systems and a more developed infrastructure. Keep these fleets moving to new sectors until you've investigated the entire galaxy.

Chapter 3
Developing Your Infrastructure

Developing Your Infrastructure



BUILDING CONSTRUCTION YARDS AND REFINERIES MAY SEEM LESS EXCITING THAN WADING INTO ENEMY FLEETS AND SENDING THEM PACKING, BUT IT'S NO LESS IMPORTANT. IT TAKES TIME TO BUILD THE FORCES YOU NEED TO CLAIM EVEN THE SMALLEST GALAXY. BUILDING AND MAINTAINING A SOLID INFRASTRUCTURE THUS BECOMES CRUCIAL TO SUCCESS. WITHOUT MINES TO PRODUCE RAW MATERIALS, REFINERIES TO DEVELOP IT, AND STRUCTURES TO USE IT, YOU'LL HAVE NO FLEETS, NO DEFENSE, AND LITTLE CHANCE TO SUCCEED.

It doesn't matter which side of the war you find yourself on. While both the Galactic Empire and the Rebel Alliance start each game with a few structures in place, neither has the production power to fully arm themselves for the coming war. On either side, you must work to develop the materials you need to carry out your war effort.

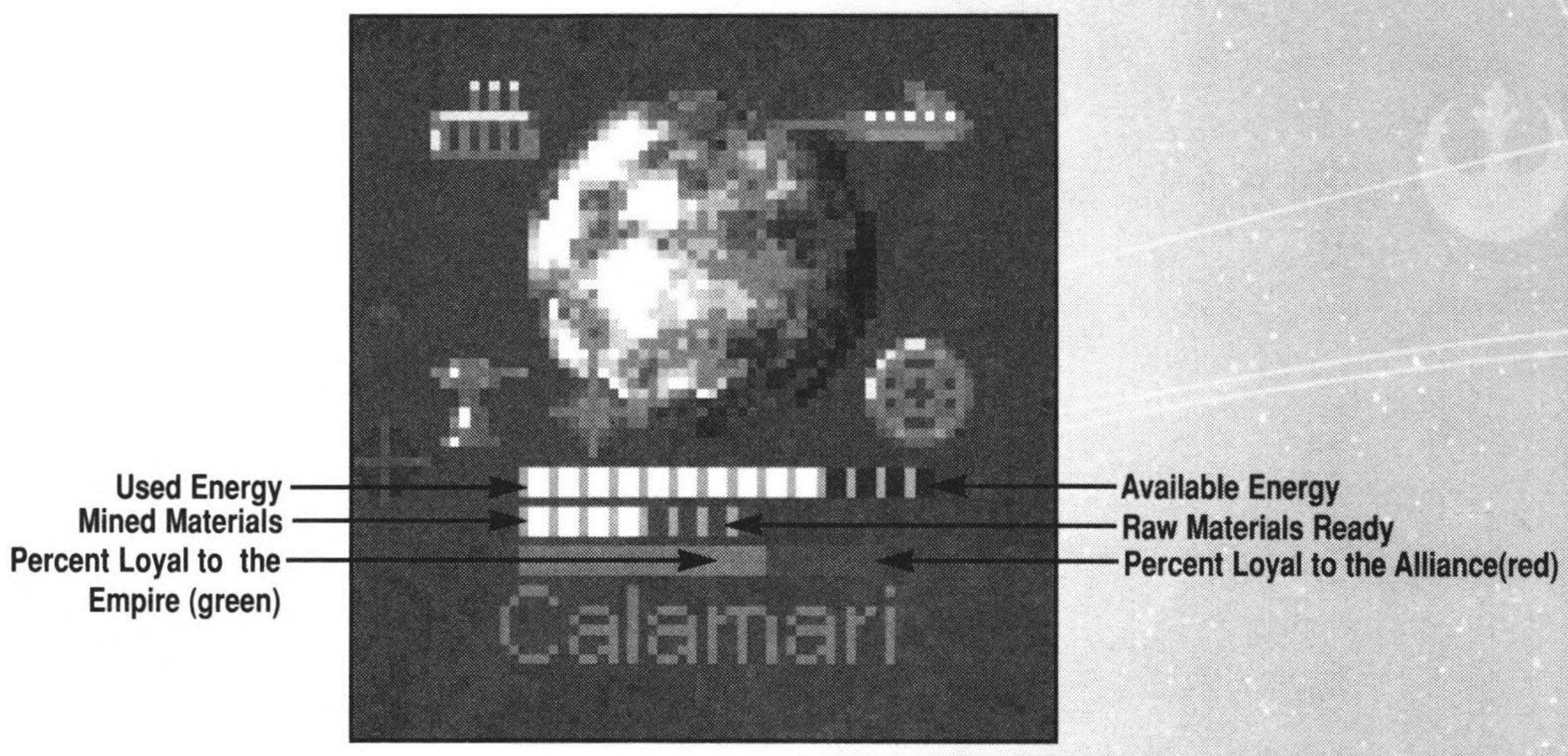
Initial Development

At the start of a new game, you'll have several systems under your control, whether the systems like it or not, especially when you play as the Empire. However, even the Alliance will have a few systems it just barely holds. Each will have several structures falling into the categories of mines, refineries, construction yards, shipyards, and training centers. These five structure types form the basic infrastructure for your systems and your war effort.

At the beginning, your infrastructure is meager, even as the Empire. You'll have sufficient mines and refineries, but usually you'll have only a couple of construction yards, shipyards, and training facilities. Therefore, the first order of business at the start of any game, in addition to scouting out new systems with the structures you need, is using your few structures to develop a solid foundation. Doing so requires understanding your systems' capabilities.

Understanding System Capabilities

Each system in the galaxy has potential. Each can add to your cache of raw materials and to your overall production potential. Below the picture of each system as it appears in the view of that system's sector you'll see two or three colored bars. On inhabited systems, the lower bar shows the relative percentages of the population favoring the Empire or Rebel Alliance. The two lines above this bar represent the system's potential. (Because they have no population to favor either side, uninhabited systems have no third bar.) The two upper colored bars comprise a number of small boxes.



Energy Production

The blue and white boxes of the top line represent the system's energy production. In effect, each box represents the system's ability to maintain a structure. Thus, a system with six boxes on this line can maintain six structures. White boxes represent structures already in place; blue boxes represent potential structures.

Raw Material Production

The second line's red and yellow boxes show a system's potential raw material production. Each box represents the system's ability to produce one unit of raw material. Yellow boxes indicate ore deposits currently being mined, and red boxes show potential mine sites.

Naturally, the inhabited systems you seek to bend to your will and the uninhabited systems you can colonize will have vastly different potentials in both categories. Although you must consider many things when choosing which systems to settle, one of the most important, especially in the game's early stages, is a system's expansion potential. It's the key deciding factor in whether or not to attempt to control a neutral system.

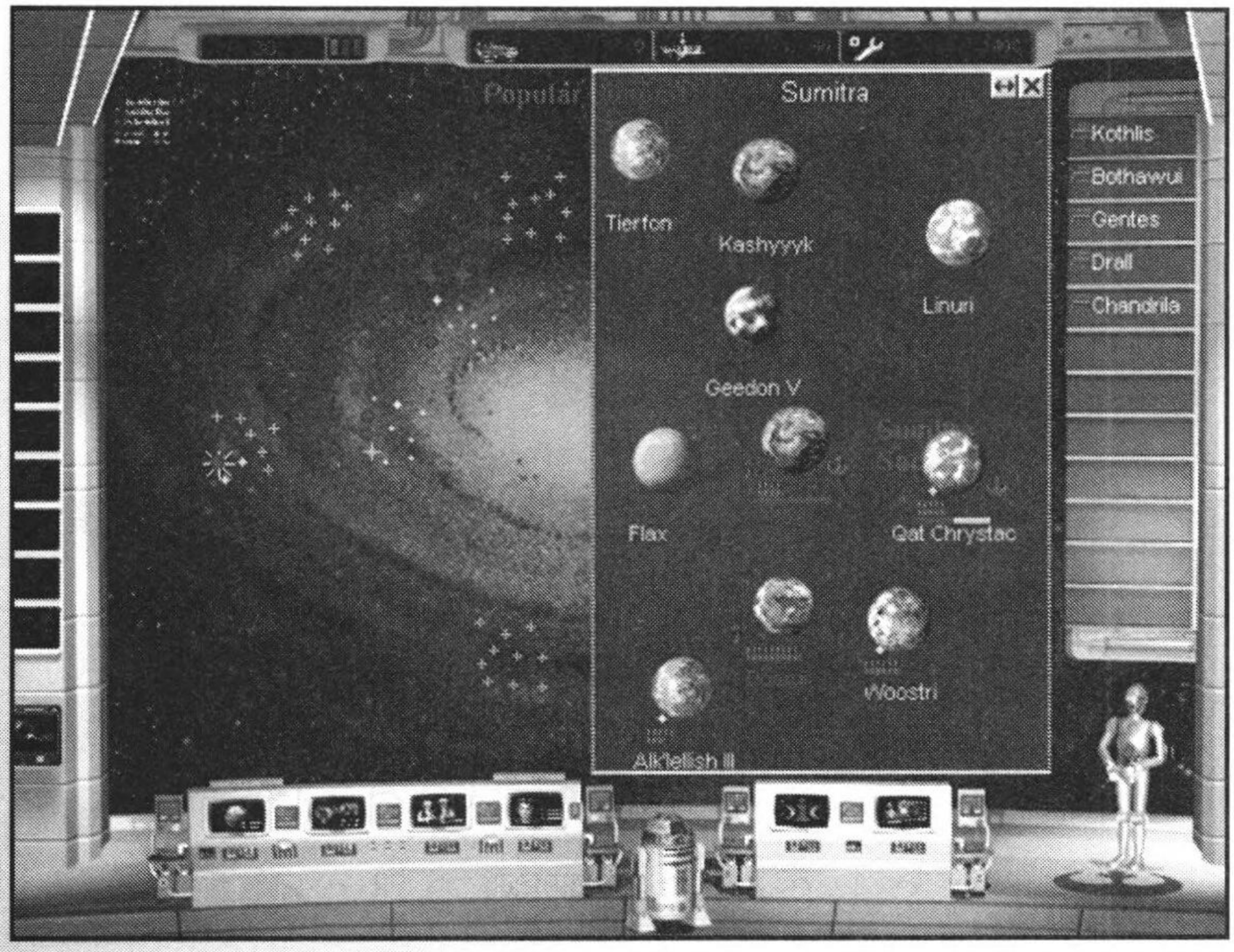


Fig. 3-1. The Rebel Alliance has settled on Boordii, thanks to its potential for nine facilities. Although capable of few facilities, Alk'lellish III, in the lower-left corner, is attractive because it has more available energy, making this a good site for construction yards, shipyards, or training centers. Free energy and raw materials available on a system determines how many facilities you can build.

The beginning of the game is the best time to check out the systems already allied with you. Consider not only a system's general potential for facilities, but also how that potential compares to its ability to support mines. Systems with a higher potential for facilities than for mines are important because they can be fully mined and still support additional facilities.

Understanding from the outset what you have and what each of your systems can develop is critical to determining what you need and where you need it.

Planning Your Infrastructure Expansion: Construction Yards

While each of your facilities contributes to your overall goal of either dominating or freeing the galaxy, nothing is more important initially than construction yards. These facilities are capable of actually creating other facilities for your infrastructure. At first, you must determine where all your construction yards are. Ideally, you want one or two systems

per sector with several construction yards. Several construction yards on a system increase the speed at which you can build facilities. Building quickly is a crucial game strategy. Later in the game when you have more maintenance points, develop a second system with multiple construction yards.



Fig. 3-2. Kimanan's construction yard begins work on a construction yard for Ryloth. Notice that another construction yard is developing an orbital shipyard for Ryloth as well.

Orbital Shipyards and Training Facilities

You should have at least one orbital shipyard and at least one training facility in each sector, as well. Again, this is a bare minimum, and additional shipyards and training facilities are more important than additional construction yards when you look at the big picture. However, in the first half of the game, building facilities is more important than building ships and troops. If you have only one or two systems in a sector, these structures are less important. As you expand in a given sector, however, you'll need these facilities, and in greater numbers. Plan to develop one of each for every two or three systems you have in a sector, especially your orbital shipyards. At first, you'll want to develop these after you develop your construction yards, with orbital shipyards taking precedence over training facilities.

Mines and Refineries

Your initial stock of mines and refineries usually should serve you for at least 100 game days. Actually using up your initial stock of resources can take hundreds of days, since building just one facility or ship can take 80 days or more. However, note where you have mines and refineries, and where you can add mines, as well as which systems have a much greater potential for structures than for mines.

Where to Place Facilities

The most important aspect of your initial plans, especially if you play as the Rebel Alliance, is keeping your facilities on different systems. A quick military incursion by the other side can wrest a system from your grasp in seconds. Losing a construction yard or a training facility is painful, but losing a system with a construction yard, training facilities, and an orbital shipyard can put a terrible strain on you, and can set production back several game months. *Keep your facilities separate when you can.* In short, give each system a specialty or two (at most) and keep to it. Losing a system that controlled a number of mines will hurt, but it's easier to replace than a system that controlled a number of facility types.

As you plan your expansion, keep in mind that having multiple construction yards, shipyards, and training centers on one system is a real advantage. While you can't have these facilities building different things

Tip

AT THE START OF A GAME, SWITCH TO THE SLOWEST SPEED AND GO THROUGH ALL YOUR SYSTEMS. IT MIGHT TAKE A COUPLE OF GAME DAYS TO LEARN WHERE EVERYTHING IS AND DETERMINE WHERE TO START BUILDING, BUT IT'S TIME WELL SPENT. EACH TIME YOU FIND A SHIPYARD, CONSTRUCTION YARD, OR TRAINING CENTER, START IT BUILDING SOMETHING. IF YOU CHANGE YOUR MIND, ROUTING PRODUCTION TO A DIFFERENT SYSTEM TAKES ONLY A MOMENT, AND SWITCHING PRODUCTION TO SOMETHING DIFFERENT IS SIMPLE; LOSING ONLY A DAY OF PRODUCTION WON'T HURT MUCH. THIS IS CRITICAL TO YOUR EARLY EXPANSION, EVEN WHILE YOU ARE USING DIPLOMACY TO TAKE OVER NEUTRAL SYSTEMS WITH IMPORTANT FACILITIES.

(each system's set of a given facility can build only one thing at a time), having multiple facilities of same type dramatically reduces the time you'll need to create new units.

For example, it takes a single construction yard 80 days to build an orbital shipyard. Three construction yards on the same system will take fewer than 30 days. As you expand to new systems, this time frame becomes important. The faster you can produce structures, the faster those systems can add to your infrastructure and your supply of ships and units.

Construction Yards

If your war effort is a living organism, the construction yard is the muscle that moves it. Without construction yards, your effort is hamstrung, limited to what it already possesses. Your mines, refineries, shipyards, and training facilities are your infrastructure, but your construction yards *build* your infrastructure.

Construction Yards: Where and How Many?

Again, you want several construction yards on one or two systems in each sector. As you expand, having even more construction yards in a sector is a better idea. This is because, although construction yards can develop facilities on other systems, doing so takes a lot of time. Once a facility is developed for another system, it must be transferred there. Often, this means the facility will be developed weeks before it can be deployed. Developing a construction yard on one system for a system in a different sector adds as much as several months to the time between production and deployment. Having construction yards in each sector allows these yards to handle a sector's production, making for less delay between developing and using new facilities.

In general, focus your initial construction tasks on developing enough construction yards to fulfill the building tasks that remain. Chances are, if you're playing as the Rebel Alliance, you have systems in more sectors than you have construction yards. Immediately begin developing construction yards for the sectors that lack them. The Empire often starts the game with a construction yard in each sector, and often can skip this step. This is not always the case, however, and having a construction yard in each sector can enhance your future development greatly.

Tip

THE TIME UNTIL YOU CAN DEPLOY A STRUCTURE BUILT FOR ANOTHER SYSTEM EQUALS THE TIME IT TAKES TO BUILD THE STRUCTURE PLUS THE TIME IT TAKES TO TRANSPORT IT TO THE NEW SYSTEM. THEREFORE, ALWAYS USE THE NEAREST CONSTRUCTION YARD WHEN BUILDING FOR A NEW SECTOR.



Fig. 3-3. After a construction yard finishes a task, start it on another immediately.

Keep Construction Yards Busy

Your construction yards rarely should be idle at least through the first several hundred game days. When you have sufficient construction yards throughout the galaxy, start developing other structures. Creating your infrastructure is a never-ending task, as more systems come into the fold and you create bases of operation on uninhabited systems and lose systems to the enemy. You continually must develop new systems to add to your overall war effort and make up for systemary losses. Even when you're satisfied with the number of construction yards, shipyards, and training centers you have, you'll always need more mines and refineries to support larger fleets and armies.

Make a Construction Priority List

Create a list of building priorities in order of what you need and where you need it. As you expand, update and change your list to reflect the new systems you've settled or taken over to replace your losses. Your construction yards should always be working on something, even if it's a long-term project for a system halfway across the galaxy. As your circle of systems grows, your need for greater production capabilities increases. Your construction yards should be churning out new structures right to the very end.

Tip

THE BEST WAY TO KEEP TRACK OF YOUR CONSTRUCTION PRIORITIES IS TO MAKE A LIST ON A SHEET OF PAPER AS YOUR NUMBER OF SYSTEMS GROWS AND YOUR INFRASTRUCTURE GETS LARGER. YOU CAN AMEND THE LIST AND BE WILLING TO CHANGE IT IF NEED BE, BUT TRY TO STICK TO DEVELOPING OR TAKING OVER WHAT YOU NEED FIRST.

Mines and Refineries

If your construction yards are the muscle of this organism, your mines and refineries are its food and the digestive system, respectively. Mines produce the raw materials you need to develop your structures, including new construction yards, as well as the material you need to create ships for your fleet and military units for defense and expansion. Without substantial raw material, you can't produce the structures and units you need to compete.

The raw material your mines produce is of no value until it's been transformed into something your other structures can use. This is where your refineries come in.

Note

REFINERIES NEEDN'T BE LOCATED ON THE SAME SYSTEM AS YOUR MINES. AS LONG AS THEY EXIST SOMEWHERE IN YOUR COLLECTION OF SYSTEMS, THE RAW MATERIALS YOUR MINES PRODUCE WILL BE REFINED INTO REFINED MATERIAL. AND YOU CAN REFINE YOUR RAW MATERIALS ANYWHERE IN THE GALAXY FOR USE ON ALL YOUR SYSTEMS. OWNING MINES AND REFINERIES IS VERY IMPORTANT; THEIR LOCATIONS ARE LESS SO.

Mines

At the beginning of a game, you'll probably have some mines under your control, and possibly enough raw material to develop the construction yards, shipyards, and training facilities you need. You need both raw material and maintenance points to build. You need to get up to at least 1,000 points or more to keep building. If you take over systems with existing facilities, you get those maintenance points. Maintenance points drop when you have more fleets, troops and facilities than your mines and refineries can support. However, you'll need to increase your output to keep up with the increasing demands of your war efforts. New systems will require additional troop garrisons,

Tip

ONE OF THE BEST WAYS TO GET A NUMBER OF MINES QUICKLY IS TO TAKE OVER A NEUTRAL SYSTEM WITH MINES ALREADY BUILT AND PRODUCING.

defensive facilities, protective fleets, and more. If you don't increase the amount of raw material available to your refineries, you'll quickly outstrip their production, slowing the development of ships and units.

In short, although mines aren't incredibly important at the start, after your initial infrastructure is in place, your construction yards should spend most of their time developing new mines on your systems. In fact, it's a good idea to find a few uninhabited systems in the outer rim sectors and develop them for the sole purpose of mining. You really can't have too many mines.

Tip

LIKE MINES, YOU CAN OFTEN GRAB A NUMBER OF REFINERIES ALREADY BUILT AND ONLINE BY CAPTURING A NEUTRAL SYSTEM.

Refineries

Ore refineries allow you to create refined materials, usable metals and alloys, from the raw material you mine. These are used to create ships, troops, and new facilities to add to production. You also need this refined material to maintain the ships, facilities, and troops you already have.

Monitor Your Raw Materials

Everything you build requires maintenance points. One mine plus one refinery equals 50 maintenance points. Try to balance the number of mines you have with the number of refineries you have. Keeping them in balance creates the most efficient production of materials and gives your more maintenance points. You need the maintenance points to upkeep the infrastructure you've developed. If you have a shortage of maintenance points, ships, troops and facilities you've built get randomly scrapped.Given all the other structures you must create, it's easy to forget about developing refineries. But your efforts are as hampered by a dearth of refineries as by too few mines. Check on the level of raw materials on the main screen. You'll see three numbers along the top. The leftmost number represents the

mined raw materials that haven't been refined yet. Naturally, you want to keep this number as low as possible. As you produce more and more mines in relation to your refineries, this number will climb, and you'll need to build refineries to take care of these surplus raw materials.



Fig. 3-4. Corellia begins work on a refinery to be placed at Drall, because raw material production is outstripping the Rebel Alliance's ability to refine it. The amount of raw material is circled at the top of this picture.

As with mines, your initial stock of refineries may or may not be enough for your early efforts. If you start a game with 100 or less maintenance points, gaining more maintenance will be your first priority. After you develop your first group of construction yards, shipyards, and training facilities, you'll spend much of your time working on mines. Keep an eye on your raw materials amount. When this number starts climbing, have a couple of construction yards begin work on refineries to use the surplus.

Don't Overbuild Refineries

Unlike mines, it's quite possible to have too many refineries. Your refineries should match, or nearly match, the production of your mines. You should keep the two numbers in balance. Having an equal number of mines and refineries produces optimal maintenance points. If they're keeping up with your raw materials, developing new refineries is worse than not producing enough raw materials to power your production. New refineries cost raw material and take up space for other potential structures, and if there's no raw materials for them to process, they gain you nothing. Build new refineries only as your mines increase production.

Shipyards

You need shipyards to add ships to your fleets. In addition to creating capital ships, you'll use shipyards to develop squadrons of fighters—X-wings and the like for the Rebel Alliance and TIE fighters for the Empire. Your fleets are vital. Without them, you can't explore and create bases on new systems and you can't protect the systems you already have. Without fighter squadron groups, your capital ships are vulnerable to enemy fighters. Again, if your war effort is a living thing, your fleets are its legs. They take you from place to place, and can deliver a substantial kick.

Building Shipyards: Where and How Many?

Like construction yards, shipyards can create units for systems other than their own. As with construction yards, doing so creates a delay between unit production and deployment. The greater the distance between shipyard and point of deployment, the greater the delay.

This, more than anything, is why you'll want at least one or more shipyards for every sector. Creating ships for your fleets is critically important to defending yourself as the Rebel Alliance, and to enforcing your will as the Empire. Ships stationed at several systems allow you to respond quickly to threats or opportunities as they arise. To allow for this, you must be able to deploy new ships as rapidly as possible.

Nowhere is this more important than in creating fighter squadron groups for planetary defense, especially for the Rebel Alliance. Only fighter squadron groups have a chance at destroying any Death Stars the Empire creates. Ideally you should house fighter squadron groups where you have important infrastructures, and only your shipyards can create them. These squadron groups are costly in terms of maintenance, and you'll need to build capital ships later, so only create squadron groups at your most valuable systems.



Fig. 3-5. Tralus, which still has space for one facility, will soon have an operational shipyard.

As you take over more and more systems in a given sector, having more operational shipyards in the area becomes increasingly important. Your defensive and transport needs will grow, and only increased ship output can provide enough vessels to maintain your systems and seek new ones. One shipyard per sector is a bare minimum at the start. As the game progresses and you acquire more systems in each sector, having two or three in each sector becomes not only more viable, but preferable. Having systems with multiple shipyards also becomes important as new ship types become available. Many new ship types will take many, many days to produce, and having a system with three or more shipyards at your disposal will allow you to bring these new ships online more quickly.

Tip

ALTHOUGH YOU NEED A SHIPYARD IN EVERY SECTOR, YOU MAY NOT WANT TO DEVELOP A SHIPYARD ON THE FIRST SYSTEM YOU ACQUIRE IN A GIVEN SECTOR. INSTEAD, BUILD A CONSTRUCTION YARD ON THE FIRST SYSTEM YOU HOLD. CREATING A SHIPYARD NOT ONLY REDUCES THAT SYSTEMS POTENTIAL TO FULLY EXPLOIT POSSIBLE MINES, IT ALSO LEAVES YOU VULNERABLE IN THAT SECTOR: YOUR ENEMY NEED TAKE ONLY THAT ONE SYSTEM TO PREVENT FUTURE STRUCTURE AND SHIP CONSTRUCTION. PLACE THE SHIPYARD ON THE SECOND SYSTEM IN A NEW SECTOR, OR TRY TO SWAY A NEUTRAL SYSTEM WITH A SHIPYARD TO YOUR CAUSE.

Shipyard Operations: How to Deploy Fleets

For the most part, your shipyards should operate continually. As long has you can maintain a larger fleet, you should add to it. In fact, keeping your shipyards producing will become more important than keeping your construction yards busy. Every system feasible should have several fighter squadron groups available for defense, and every fleet in your line should have fighter squadrons on board. Each sector should have at least one fleet for exploration and defense, with several fleets available in sectors where you control several systems. It isn't necessary to have a fleet for each system. One or two powerful fleets in a sector is a better defense than six small fleets, but even a small fleet is better than nothing.

Training Centers

Your training centers are your living organism's arms, developing the troops you need to conduct your fight on the ground and protect your systems from invasion. Each training center can develop a number of unit types—to garrison systems, to create bases on uninhabited systems ("settling" them), and to act as muscle when invading enemy systems. Training centers also can develop units for carrying out missions on other systems.

Training Centers: Where and How Many?

As with construction yards and shipyards, your training centers can manufacture new units and place them on other facilities, with corresponding lag time. As with these other structures, having a training center active in each sector is important to your overall infrastructure.

Although you can hold some systems without maintaining a garrison, in most cases you shouldn't. If nothing else, your garrison gives you a presence on a given system, acting as a final line of defense against invasion from enemy ground troops and helping maintain control should the enemy instigate an uprising. However, the Empire or the Alliance often hold systems against their will, and garrisions will be needed to keep the populace in line.

Troops have other uses. You can acquire new systems using ground troops. The Empire has the ability to send troops marching onto inhabited systems to bring them to heel, though the Alliance can do it too. The Empire has early advantage with more and stronger ships and troops.

Similar to the way your shipyards create fighter squadron groups for each of your systems, your training facilities should work to create a protective set of several units for each of your systems. And, as with your shipyards, you'll want to create additional troops to place on your fleets to "colonize" uninhabited systems and to act as enforcers on neutral or enemy-held systems that refuse to come around diplomatically to your way of thinking.

You should keep your training centers fairly busy much of the time especially during your initial expansion across the galaxy. Often, however, you can get by with just one in a sector, because creating new ground troops is a quick process compared with building ships and facilities. You can produce even the most time-consuming ground unit faster than you can

Tip

AS WITH SHIPYARDS, YOU NEED A TRAINING CENTER IN EACH SECTOR, BUT OFTEN NOT ON THE FIRST SYSTEM YOU TAKE OVER, AND FOR THE SAME REASONS. YOU CAN PLACE YOUR TRAINING CENTER ON THE SECOND SYSTEM, ALONG WITH THE SHIPYARD. OFTEN, THIS IS MORE EFFECTIVE THAN PLACING THE TRAINING CENTER SOMEWHERE ELSE IN THE SECTOR, BECAUSE IT ALLOWS YOU TO CREW YOUR NEW SHIPS IMMEDIATELY. IF YOU DO PUT YOUR TRAINING CENTERS WITH YOUR SHIPYARDS, HOWEVER, KEEP A BACKUP OF EACH ELSEWHERE IN THE SAME SECTOR IN CASE YOU LOSE YOUR MAIN PRODUCTION FACILITIES TO THE ENEMY.

make capital ships and new facilities. New training centers will have their hands full developing ground troops for new systems and new fleets, but eventually their ability to produce troops will exceed your needs. You may want a second facility in a particularly busy sector, but you won't always need it. Producing a lot of troops is more important in contested sectors, and having multiple training centers on one system is more important still. If you can at least halve the time it takes to produce troops, you can garrison and protect your systems far more effectively and much quicker.

Tip

IF POSSIBLE, TAKE OVER SYSTEMS NEAR A SECTOR'S CENTER FIRST. PLACING CONSTRUCTION YARDS, SHIPYARDS, AND TRAINING CENTERS THERE ALLOWS THESE BUILDINGS TO DEPLOY THEIR MATÉRIEL MORE RAPIDLY TO THE SECTOR'S OTHER SYSTEMS.

Continuing Your Infrastructural Expansion

Your situation in Star Wars Rebellion changes constantly as you acquire previously uninhabited systems, make diplomatic or military conquests of inhabited systems, and lose systems to enemy action. Therefore, your infrastructure must keep growing and adapting.

Tip

WHEN THEY BECOME AVAILABLE, BUILD ADVANCED VERSIONS OF THE THREE BASIC PRODUCTION FACILITIES. EACH TAKES UP ONLY ONE SPACE ON THE SYSTEM YOU PLACE IT ON, BUT PRODUCES AS IF IT WERE TWO FACILITIES, EFFECTIVELY DOUBLING YOUR CAPABILITIES.

You must have a plan, and you must prioritize. Although your infrastructure's development will be affected by other events in the game, your priorities as well as your overall production goals are fairly independent of this and remain constant. Specifics will change, but overall, your goal will remain the same—developing systems you control to maximum efficiency, creating an infrastructure on newly acquired systems, replacing losses, and dismantling facilities you can no longer use.

Maximizing Systems You Control

Part and parcel with developing your infrastructure is getting the most from the systems you've colonized or swayed to your cause (diplomatically or by force). Each allied system, whether Rebel or Imperial, should have a particular goal and a definite place in your overall structure.

Before you can decide on a particular system's place in your growing military effort, you must first determine what you need in that system's sector. Your goals for developing a system must hinge on your goals for the sector overall. Just as important is determining what each system already has in place, and its potential for additional structures and mines.

By now you should understand your basic needs in each sector—a construction yard or two, a shipyard or two, and at least one training center. If your systems in a sector have these facilities in place, you can decide whether you need or desire more such facilities.



Fig. 3-6. Deploying a new construction yard on Woostri allows for construction capabilities in the Yavin sector. This new construction yard should be put to work building facilities immediately.

If you need still more production facilities in a given sector, see which systems still have space available for new facilities. Because you'll want to keep your production facilities clustered in most cases, choose systems that currently have a shipyard, construction yard, or training facility for placing additional such facilities. The more facilities there are in one location, the faster you can build.

Tip

IT'S ALSO IMPORTANT TO HAVE DEFENSIVE FACILITIES ON YOUR SYSTEMS. BE SURE YOUR SYSTEMS HAVE ROOM BEFORE YOU FILL THEM WITH PRODUCTION FACILITIES, REFINERIES, AND MINES.

Use the extra space on your inhabited systems with production facilities to develop mines and refineries as you need them. Developing these facilities is secondary to creating construction yards, shipyards, and training facilities, but it's no less important. Get your construction yards building these facilities as soon as you can, and keep them creating mines and refineries until your needs change. You can always alter production to create new shipyards, training centers, and construction yards if you need more.

Developing New Systems

New systems come in three varieties—heavily developed systems taken from the enemy, lightly developed neutral systems obtained through military or diplomatic action, and previously uninhabited systems. Each requires a different mind-set when it comes to development.

Tip

RATHER THAN BUILDING UP EACH SYSTEM FULLY ONE AT A TIME, SPREAD MINE AND REFINERY PRODUCTION ACROSS ALL YOUR SYSTEMS IN A SECTOR, DEVELOPING THEM ALL CONTINUALLY. IT'S EASIER TO SUSTAIN AND REPLACE A LOST PARTIALLY DEVELOPED SYSTEM THAN A LOST HEAVILY OR COMPLETELY DEVELOPED SYSTEM.

Heavily Developed Systems

Acquiring heavily developed systems can be a major strategic coup. Not only do you add that systems's production capabilities to your effort, you remove them from your opponent's. Develop such systems as if you'd held them for some time. Simply include them as possible places to develop as you continue adding facilities to your systems in that sector. Because they often will have a number of facilities in place, your ability to produce troops, ships, and facilities increases. Such situations are ripe for facility dismantling to better fit the system into your overall scheme.

Neutral Systems

The neutral systems you acquire generally are underdeveloped. Many will hold a mine or two, and perhaps a refinery. Fewer will have construction yards, shipyards, or training centers, although this certainly is possible. Often, these systems will be completely undeveloped, and should be treated as previously uninhabited systems. However, many will have defensive facilities already in place.

As with developed systems, you can add formerly neutral systems into the queue of places to develop. Depending on the status of the other systems in the sector, you might want to place a higher priority on developing these systems than on systems you've held for some time. Your goal should be to bring these systems up to par with your other systems in the sector, so these new, underdeveloped systems match your other systems' output.

Uninhabited Systems

Systems in uninhabited sectors need everything. As with other new systems, add these to your list of systems to develop, but place a much higher priority on them. You must bring these systems into the fold and get them to pull their weight immediately.

All this is especially true when you take over the first system in a sector. You must create a construction yard for this system immediately so it can work to develop your other systems in the sector.

Replacing Losses

Try as you might, systems will leave the fold and go over to the enemy. Whether this occurs through an uprising of the people against their new government or through military takeover, you'll have to contend with such losses, determining what you've lost and how best to make up for it.

Naturally, losing a construction yard to the enemy is a serious blow, and you must counter it right away. Should you lose a sector's only construction yard, get another working on a replacement immediately, even if this means losing work on another facility for a different system.

Of secondary importance is replacing shipyards and training centers. For this reason alone, you want to diversify your production across your systems. You'll lose systems no matter what you do. You can't be everywhere at once, and even in the game's late stages you'll be hard pressed to maintain complete security over all your systems. Losing a construction yard hurts, but you can replace it. Losing all your production capabilities in a sector due to an enemy strike from orbit can destroy your efforts in the entire sector. By diversifying your systems, such losses are painful, but manageable.

Tip

REMEMBER THAT AS YOU ACQUIRE NEW SYSTEMS IN A GIVEN SECTOR, YOUR NEEDS WILL CHANGE. ONE CONSTRUCTION YARD IS ENOUGH FOR THREE SYSTEMS IN A SECTOR, BUT IT WILL BE INSUFFICIENT FOR FIVE AND WOEFULLY INADEQUATE FOR SEVEN OR MORE. THIS RATIO HOLDS TRUE FOR SHIPYARDS, AND TO A LESSER EXTENT FOR TRAINING CENTERS. KEEP THIS IN MIND AS YOU ACQUIRE SYSTEMS: MINES AND REFINERIES ARE IMPORTANT, BUT YOU'LL BE BETTER OFF AND DEVELOP FASTER IF YOU ADD NEW SYSTEM WHICH WILL INCREASE YOUR MAINTENANCE POINTS.

When to Scrap Facilities

Again, you need several of each of the three production facilities in each sector as that sector expands. Eventually, though, you'll find you've met or nearly met your needs for that sector, and can curtail production.

Construction Yards and Training Facilities

After you fully develop a sector, you can scrap some of your facilities, such as construction yards and training centers, keeping at least one of each active somewhere in the sector. You can replace these with mines or refineries, or with defensive facilities. The best plan is to keep your "super sites" active. Systems that contain three or more of a given facility should be kept intact, while those systems that hold a single construction yard or training center can afford to have the facility dismantled. This allows you to develop additional defenses, mines and refineries on these worlds and still allows you to keep your sites that can produce quickly online.

Scrapping structures also comes into play when you take over new systems in a developed sector. If you already have two construction yards and a training center in a sector and take over a system with one of each, consider dismantling one construction yard and one training facility somewhere in that sector. Consider this carefully, though. If you are planning to continue your expansion in the sector, these facilities will be useful to maintain.

Caution

DON'T SCRAP ANY CONSTRUCTION YARDS UNTIL YOU'VE DEVELOPED A GIVEN SECTOR ALMOST COMPLETELY. YOU CAN USE THE EXTRA PRODUCTION CAPACITY TO DEVELOP THE ENTIRE SECTOR MORE QUICKLY, AND GET RID OF THE SURPLUS YARDS WHEN THE SECTOR IS OTHERWISE FULL.

Mines and Refineries

Don't scrap mines, unless you must create a defensive facility on a system to protect it from invasion. Similarly, don't tear down refineries, even if acquiring a new system increases your refinery capacity beyond your refined mapterial production. In both cases, you can reverse the disparity by taking over a new system or inhabiting a previously empty system and using it to create mines or refineries as you need them. These facilities are too important to your overall production capacity to be torn down. Instead, redefine your needs to incorporate more mines or more refineries. Consider expanding to use the overflow.

Tip

A GREAT TIME TO START SCRAPPING FACILITIES IS WHEN ADVANCED VERSIONS OF YOUR THREE BASIC PRODUCTION FACILITIES BECOME AVAILABLE. YOU CAN KNOCK DOWN YOUR FACILITIES ONE AT A TIME AND REPLACE THEM WITH MORE POWERFUL VERSIONS. DO THIS CAREFULLY: THESE BUILDINGS TAKE TWICE AS LONG TO CREATE AS THE NORMAL VARIETY. DON'T FULLY DISMANTLE EVERYTHING IN A SECTOR AT ONCE. REPLACING FACILITIES WITH ADVANCED ONES SLOWLY PAYS OFF IN THE LONG RUN WITH MORE RAPID PRODUCTION ACROSS THE SECTOR.

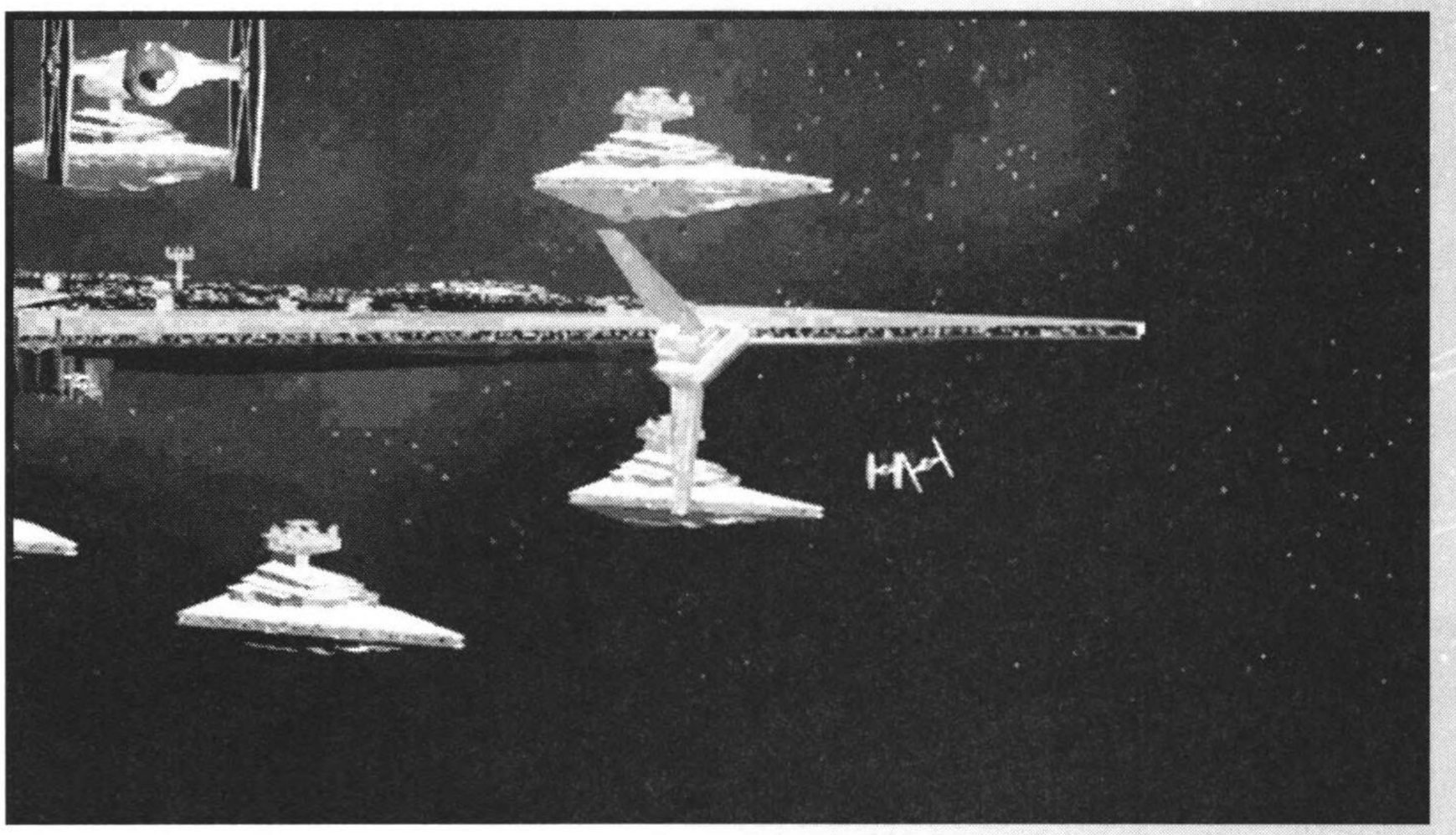
Shipyards

You shouldn't scrap shipyards, unless you are desperate (if your maintenance becomes so low that your agent starts scrapping your more valuable ships or other resources.) Dismantling is viable only in sectors with enough ship capability when you take over a system with an operational shipyard. Your shipyards are critical to keeping up with the enemy, and must create vessels continually. Shipyards generally must be in constant operation throughout the game as you expand your fleet and replace combat losses.

Tip

SCRAP A FACILITY IF YOU PLAN TO REPLACE IT WITH SOMETHING ELSE. OTHERWISE, LET IT STAND. THE MAINTENANCE COST IS NEGLIGIBLE, AND YOU MAY NEED ITS PRODUCTION CAPABILITIES EVENTUALLY. NOTHING IS MORE FRUSTRATING THAN SCRAPPING DOWN A CONSTRUCTION YARD ONLY TO HAVE TO REBUILD IT LATER.

Chapter 4
Building Fleets



Building Fleets

FLEETS, MORE THAN ANYTHING ELSE, FORM YOUR MILITARY BACKBONE. ALTHOUGH YOU NEED GROUND TROOPS TO MAINTAIN ORDER ON YOUR SYSTEMS AND TO CLAIM NEW SYSTEMS, WITHOUT FLEETS, YOUR MOBILITY IS LIMITED. ALL WARFARE IS TIED TO MOBILITY. BY ENSURING YOUR MOBILITY BY INCREASING THE SIZE, SCOPE, AND NUMBER OF YOUR FLEETS, YOU MAINTAIN OR CREATE AN ADVANTAGE. NEVER UNDERESTIMATE THE IMPORTANCE OF BOTH CAPITAL SHIPS AND STARFIGHTERS TO YOUR EFFORTS.

Fleet Infrastructure

Tied in with the importance of your fleets is the infrastructure that creates the ships. Chapter 3 addressed the importance of your orbital shipyards (and eventually of the advanced shipyards you will produce). After your construction yards, nothing is more key to your efforts. You must maintain, improve, advance, and coordinate your shipyards to use them efficiently.

Developing a Shipyard Network

At this point, you should already consider creating at least one shipyard in every sector possible a basic goal. More than training facilities and construction yards, you can benefit greatly from having additional shipyard locations at other systems in each sector. You benefit even more from producing multiple shipyards on at least some systems. Additional facilities allow you to increase the rate of production, which is nice when building starfighters, and critical for producing capital ships, even the smallest.

Check out your systems—those you have at the beginning of a new game and the ones you acquire as you play. Keep track of how many you have and try to keep shipyards on half. Half of *those* should have multiple shipyards at the very least.

Avoid concentrating your shipyards in one or two sectors. Rather, spread them throughout the galaxy. Your goal should be to develop a vast network of shipyards stationed at suitable places everywhere. Systems with two, three, or more shipyards should be available wherever and whenever you need them.

Tip

BRIEFLY, EVERY SECOND SYSTEM IN A GIVEN SECTOR SHOULD DEVELOP AT LEAST ONE SHIPYARD (PREFERABLY MORE). OFTEN, THIS IS EASIER TO ACCOMPLISH IN THE RIM SECTORS, BECAUSE THOSE SYSTEMS DON'T HAVE A GREAT DEAL OF PREEXISTING INFRASTRUCTURE.

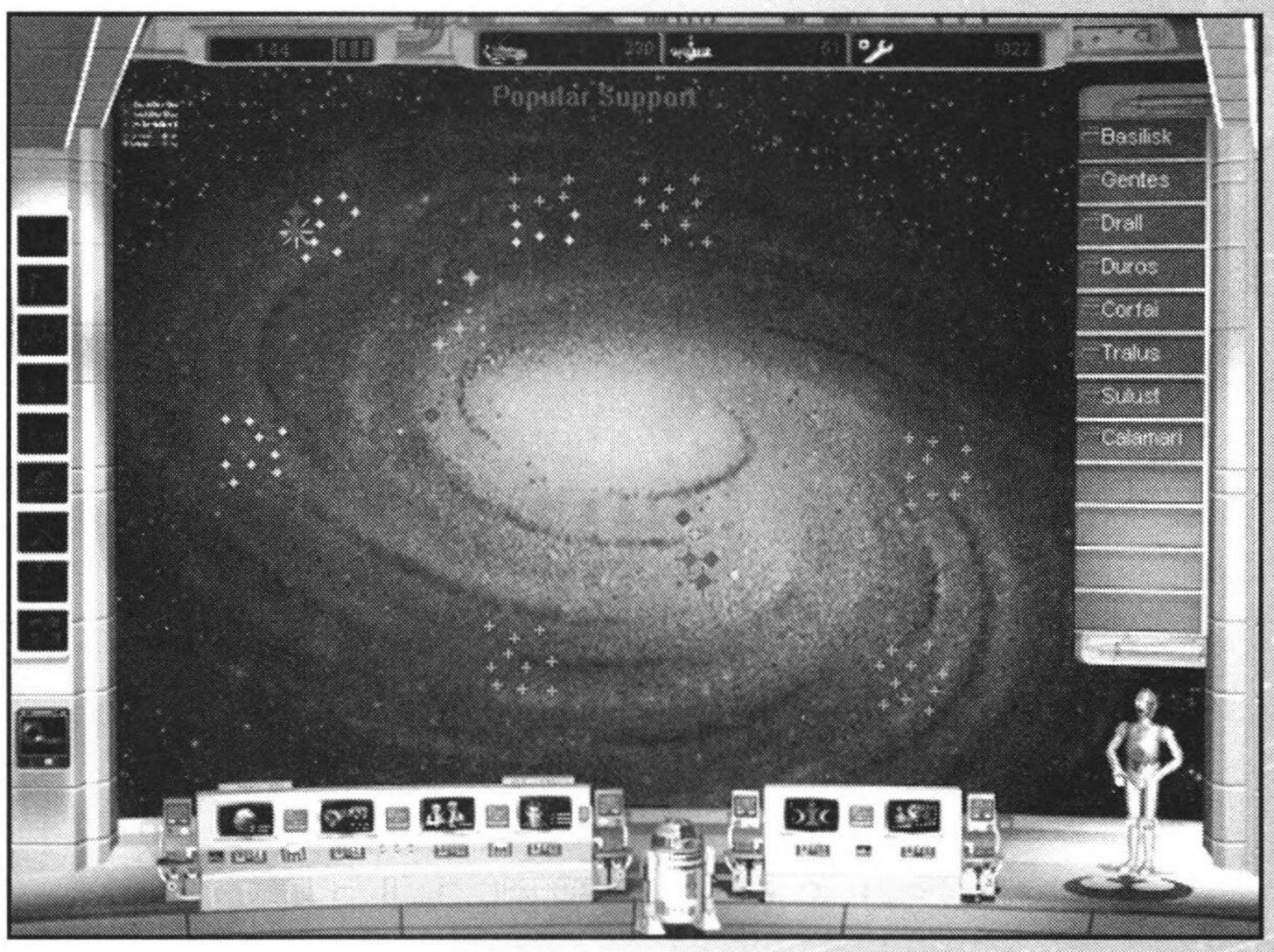


Fig. 4-1. The right side of the screen shows all the systems that have Alliance shipyards. Although there still isn't a shipyard in every sector, the full network is large for this stage of the game.

There's a reason for concentrating so heavily on shipyards: Because your fleets (and, to a lesser extent, your starfighters) are the lifeblood of your military and the means for your eventual victory, you'll develop, maintain, and repair them continually. You'll create new ships-of-the-line both to replace losses and to complement those already in your fleets. You'll create additional fighter squadron groups both to replace battle losses and to stock new systems and new capital ships capable of carrying them. Even when your construction yards fall silent as your systems reach capacity, and your training centers are producing only when you conquer or settle a new system, your shipyards will keep churning out new craft until the end of the game.

Coordinated Ship Production

That network of orbital and advanced shipyards won't do you any good if you don't take the time to plan what they'll create for you. You must monitor all your shipyards to ensure a constant supply of new ships able to transport troops, carry starfighters, and defend your systems, and to guarantee that you don't duplicate your own efforts, wasting time and resources.

Build a Balanced Variety of Ships

Your collection of shipyards doesn't do you any good if they're all at work on capital ships that won't be ready for 100 days. Creating massive stocks of starfighters also wastes time and precious resources. Many ships-of-the-line you build are useless, or nearly so, without starfighter support. Therefore, you must take the time to ensure not only that each shipyard is busy, but that each is producing what you need for the situation at hand. That means powerful warships capable of defending your systems against enemy fleets, support craft for bringing in wings of fighters or invasion troops, ships to act as defensive screens for your vulnerable craft, and, of course, starfighters.

Tip

BEFORE YOU START BUILDING A NEW SHIP, DECIDE WHICH FLEET IT WILL BE PART OF AND ITS FUNCTION THERE. YOU'LL AID YOURSELF GREATLY BY ROUTING PRODUCTION DIRECTLY TO THE FLEET THE SHIP WILL JOIN. EVEN IF YOU SEND THAT FLEET ACROSS THE GALAXY, YOUR NEW SHIP WILL GO THERE WHEN IT'S FINISHED.

Starfighter Deployment

Coordinating your shipyards' construction is simply a matter of keeping your priorities straight. First, always keep a few fighter squadron groups available at each of your systems as a last-ditch defense against incoming fleets. If a sector has only one system with a shipyard (or shipyards), that shipyard should work to stock every friendly system with these ships. Once this is done, the shipyard can work on larger ships for your main fleets. Obviously, other shipyards in the same sector can be set to work creating the larger ships right away, or you can use them to reach your starfighter quota faster, allowing all the shipyards in the sector to move to their next task more quickly.



Fig. 4-2. While Corfai and Drall produce new starfighters for this sector's systems, Tralus and Duros are hard at work adding Nebulon B frigates to the Alliance fleet.

Just because you've created a stash of starfighters on all of the systems in a sector doesn't mean you won't be creating more. Not only will the new systems that side with you require garrisons of ships to protect them, but many capital ships you create can carry fighter squadron groups. And as enemy fleets get larger, you'll need bigger fighter garrisons on your systems to keep them safe.

This is why it becomes increasingly important to have more than one system with shipyards in a given sector. As one system develops capital ships, another shipyard in the immediate area can create the starfighters, funneling production directly to the system where the capital ship is being created. This way, when the large ship is produced, a prepared group of fighters is ready to go, and you can get the capital ship into a fleet and into battle rapidly and efficiently.

Caution

DON'T FORGET THAT MANY OF YOUR SHIPS ALSO CAN CARRY MILITARY UNITS, AND ALL (EXCEPT STARFIGHTERS) CAN CARRY CHARACTERS AND SPECIAL FORCES UNITS. YOU'LL NEED TO FIRE UP YOUR TRAINING CENTERS TO PRODUCE MILITARY UNITS TO CREW YOUR NEW SHIPS, AND IT'S A GOOD IDEA TO BRING IN A POWERFUL ADMIRAL, ESPECIALLY FOR FLEETS YOU CREATE FOR BATTLE.

Galaxy-Wide Fleet Deployment

Just as each sector must coordinate its ship-building efforts internally, you must keep on top of what you need galaxy-wide. If you need ships and fleets for a number of purposes but continually create the same ship over and over in each sector, you aren't helping your situation. This is common sense, but given the sheer number of areas you must concentrate on at once, it's easy to duplicate your efforts, making far too many of one type of ship and not enough (or none) of another critical war craft. In short, determine the type of fleets you need and their purpose before you build them.



IT'S HELPFUL WHEN CONSTRUCTING YOUR FLEETS AND COORDINATING YOUR EFFORTS TO THINK OF EACH SECTOR AS A SELF-CONTAINED ENTITY. EACH SECTOR, THEN, HAS ITS OWN AGENDA, WHICH SAVES A LOT OF TIME TRANSFERRING SHIPS BETWEEN SECTORS.

Creating Focused Fleets

Your fleets must perform five basic tasks for you: They'll explore and conquer new systems and new sectors, protect your systems from enemy invasion fleets, transport material from place to place, blockade enemy systems, and occasionally bombard and invade enemy and neutral systems. Although many of these tasks are similar, each requires a different sort of fleet to succeed, and each requires a different mind-set when it comes to building them.

Creating Exploratory Fleets

At the simplest level, an exploration fleet is nothing more than a Longprobe Y-wing recon team or an Imperial probe droid. These units can fly off to distant systems and give you a picture of what's there, but that's all. And because you'll generally use them to recon distant systems (especially as the Empire), there's a tremendous time lag between getting information about a system and being able to act on it.

It's a much better plan to develop a fleet with the idea of completely exploring a new sector. This way, should any important information appear, such as the location of Rebel headquarters, or the presence of several good neutral or uninhabited systems near each other, the fleet will be in a position to act immediately. There are slight differences between creating these fleets for the Alliance and the Empire.

Alliance Exploratory Fleets

As the Alliance, you can't spare your main military ships for roving across the galaxy looking for new systems. For most of the game, you'll need any powerful (or even moderately powerful) military craft for protecting your systems. Because Imperial forces tend to congregate at the Galactic Core, and because your exploratory craft will be jaunting in the Rim Territories, you generally needn't worry much about Imperial fleets. But it makes good sense to put a ship with some offensive capabilities with your exploratory fleet. Corellian Corvettes serve well in this capacity. However, if, at the start of a game, you find you can't spare even one of these small ships to protect this fleet, don't worry. It's only a protective measure.

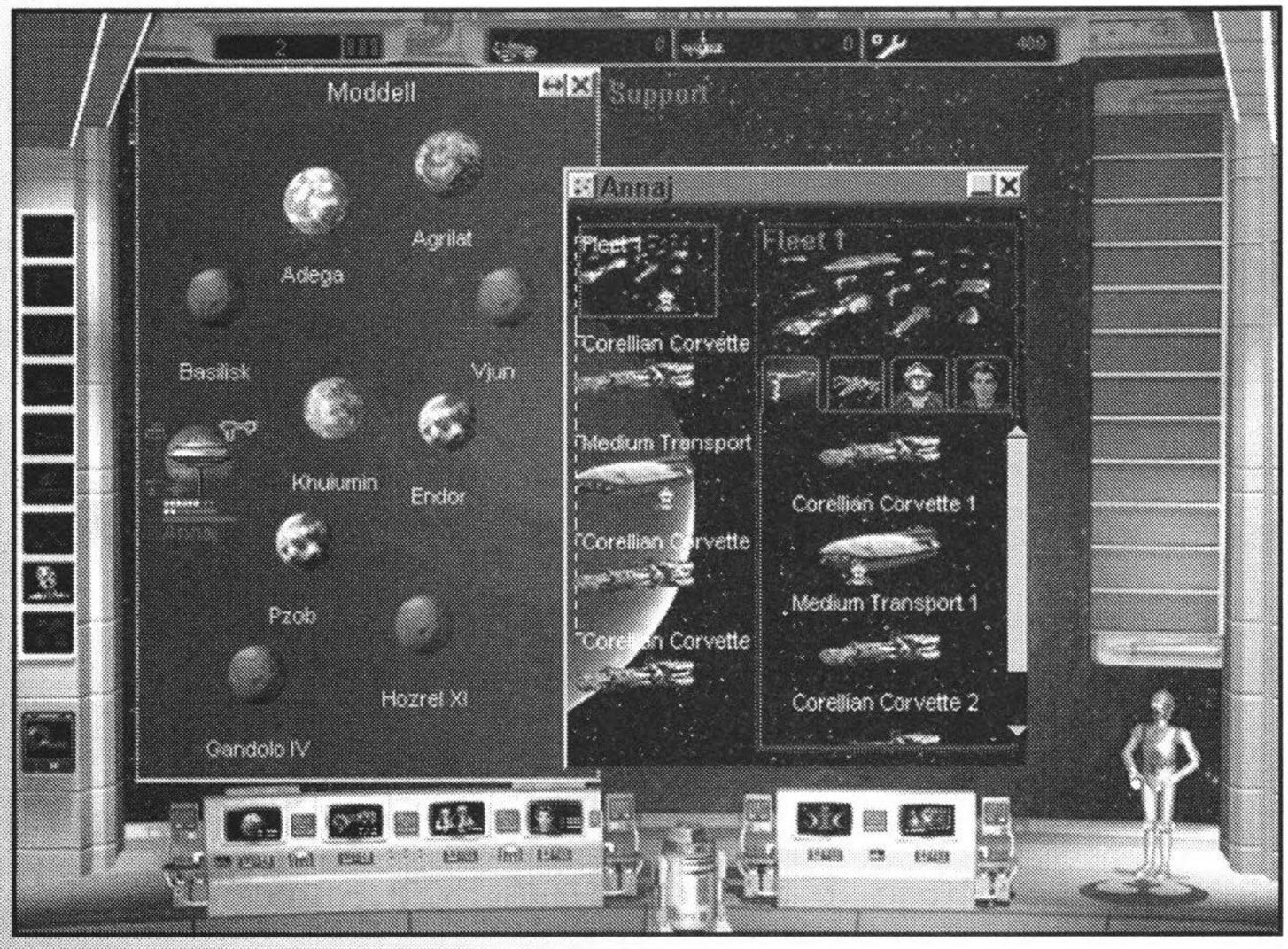


Fig. 4-3. The Rebels have a host of ships to choose from for their exploratory fleet. The transport and one of the Corvettes should work perfectly.

Initially, your exploratory fleet must consist of only one ship—a medium transport filled with troops and holding at least one good diplomat. This way, you're prepared for what you might find in the new sector the fleet is traveling to. Should you come across a good neutral system, the diplomat will be able to run missions to bring it to your side, and the military units can colonize systems with good potential immediately.

As your production capacity grows, you can add ships to this fleet. Chances are good you'll need most of your military ships to protect your systems, but consider adding an escort carrier to your exploratory fleet so you can stock new systems with defensive fighter squadron groups immediately. And,

Tip

AT THE BEGINNING OF A NEW GAME, YOU MAY NOT HAVE THE TROOPS YOU NEED TO COMPLETELY FILL A BULK TRANSPORT; IT CAN CARRY UP TO TWO UNITS, PLUS CHARACTERS AND SPECIAL FORCES UNITS. DON'T WORRY. AS LONG AS YOU CAN STOCK THE SHIP WITH A COUPLE OF MILITARY UNITS, THIS FLEET WILL MEET YOUR NEEDS. A MEDIUM TRANSPORT, WHICH CAN HOLD TWO UNITS, WORKS WELL FOR THIS TYPE OF FLEET IF YOU CAN'T SPARE THE TROOPS FOR A BULK TRANSPORT.

when you can spare them, even a few relatively weak warships will add some protection for this fleet. Because your transport craft are noncombatant, and as the chances of meeting Imperial fleets increase, you'll need something to keep incoming fire from your delicate craft.

Imperial Exploratory Fleets

The major difference between Imperial exploration fleets and those of the Alliance is that you *must* include military capability. Although you'll use espionage and recon missions to find Rebel headquarters, you also have a chance of encountering the Rebel Alliance in any of the Rim sectors you send your fleets to.

Therefore, the best exploratory fleet you can develop is an Imperial Star Destroyer. Not only can this craft carry many starfighter squadron groups and troops, it can take out even a good-sized Alliance fleet on its own. On this ship, naturally, you want military units and starfighter squadron groups. And, unlike the Alliance, you'll stock this ship with several other units, as well. Take along several units of Imperial commandos on the chance you do locate the Rebel headquarters (or at least a Rebel-occupied system). These units will sabotage Alliance defensive structures and units and capture or assassinate Rebel characters.

In addition to the diplomat that can be used to bring neutral systems to the Empire peacefully, you should also bring at least one character with solid leadership skills. This character will be on hand to subdue uprisings on neutral or Alliance systems you take over by force. If you can spare the ships and units, tack on a good transport craft capable of holding several units; this will allow you to take over a larger number of uninhabited systems, and then send the fleet on to the Rim sector of your choice.



Fig. 4-4. Stocked up and fully loaded with ships and troops, this Star Destroyer is an excellent choice for seeking the Alliance headquarters.

As the game progresses, your fleets will become more and more powerful, but your basic exploration fleet needn't change from this basic structure. Given the presence of the Star Destroyer, you have offensive punch as well as defensive capabilities and the power to transport a good number of troops and fighters. Even as you begin to develop better ships, keep this fleet, and convert your other Star Destroyers into exploratory fleets.

Tip

IF YOU ARE THE EMPIRE, YOUR BEST CHANCE OF FINDING A GOOD FLEET IS TO LOOK AT OTHER SYSTEMS IN THE SAME SECTOR AS CORUSCANT. MANY OF YOUR SHIPS WILL START HERE, AND MANY OF THESE WILL BE THE MOST POWERFUL ONES AVAILABLE TO YOU.

Creating Transport Fleets

Of all the fleets you develop, your transport fleets will be the ones you use least. They're similar to your exploration fleets, but they're a little more focused, especially the Empire's. For the Rebel Alliance, the basic exploration fleet serves adequately as a transport fleet once you've achieved a firmer view of the galaxy's systems.

You won't use transportation fleets much simply because they're so specialized. Because you can reroute any production and units to any system or fleet with the push of a button, you seldom really need to pack up ships filled with fighters and military units and send them roving around the Outer Rim Territories to deliver the goods.

However, transportation fleets can be invaluable for quickly stocking systems in a new sector you've decided to colonize. Rerouting production is convenient, but it takes a tremendous amount of time, especially when you're supplying units to systems in another sector. In addition to the normal production time for creating the unit, you also need to tack on a number of days—often weeks or even months—for transport. This isn't a problem when it comes to putting troops onto one new system, but when you must garrison four or five systems you've just conquered, it can be an exacting and frustrating process.

The solution is to load your transports and carriers with troops and fighter squadron groups and have them fly the new garrison units directly to the new systems. This way you strengthen the entire sector virtually at once as soon as the fleet arrives, rather than one unit at a time over a long period.

Again, for the Alliance, the best ships for this type of mission are those you're already using to explore the galaxy. For the Empire, this is not the case. Your Imperial Star Destroyers are simply too valuable to use for these errands. Use your transports and the occasional escort carrier to ferry units and ships back and forth and leave your warships free for what they're best at—war.

Creating Protective Fleets

For either side, this will be a key purpose of your military ships. Create protective fleets to protect your manufacturing centers. You'll also need

your fleets to engage in battle with the enemy or to attack enemy system. You'll use your military fleets mainly as your first and best line of defense against enemy incursions.

The Empire needs a protective fleet around Coruscant.

Alliance Protective Fleets

In a perfect galaxy, you could place a protective fleet around every one of your systems, especially as the Alliance. Unfortunately, this is rarely the case. First you must determine which systems are critical to your war efforts and consider the ships you have. Then you can set about protecting your key systems.

Your most critical system, without question, is the home of your headquarters, wherever that is. If this system falls to an Imperial blitz, you'll have given the Empire one of the three elements it needs to win. Unlike an abducted Luke Skywalker or Mon Mothma, there's no way to get it back once the Empire has taken over. You can protect this system with a strong battle fleet, but this may not be the best use of your valuable ships. A better strategy is to keep Alliance headquarters moving, since it takes the Empire a long time to reach the Rim. Most likely, the Empire won't find the Rebel Headquarters in the first 500 days.

Contents will determine your other systems' relative importance. Any systems with multiple shipyards should rank high on your list, as should systems with multiple construction yards. Beyond that, which systems you protect with fleets is up to you.

Tip

IF YOU'RE DEVELOPING A NEW SECTOR AND MUST TRANSFER UNITS QUICKLY, YOU CAN AVOID THIS TRANSFER IF YOU DON'T HAVE SHIPS AVAILABLE TO MOVE UNITS TO A NEW SYSTEM. MOVE THE MILITARY UNITS ALREADY IN PLACE ON YOUR SYSTEMS AND USE YOUR TRAINING CENTERS TO SIMPLY REPLACE WHAT YOU'VE MOVED. MOVE UNITS WITH CAUTION, OR BUILD THEM FIRST AND THEN MOVE THEM TO THEIR NEW SYSTEMS. IN SHORT, FERRYING UNITS ISN'T A GOOD ENOUGH REASON TO BUILD A SHIP. IF YOU HAVE THE SHIP, USE IT. IF NOT, DON'T BOTHER BUILDING ONE.

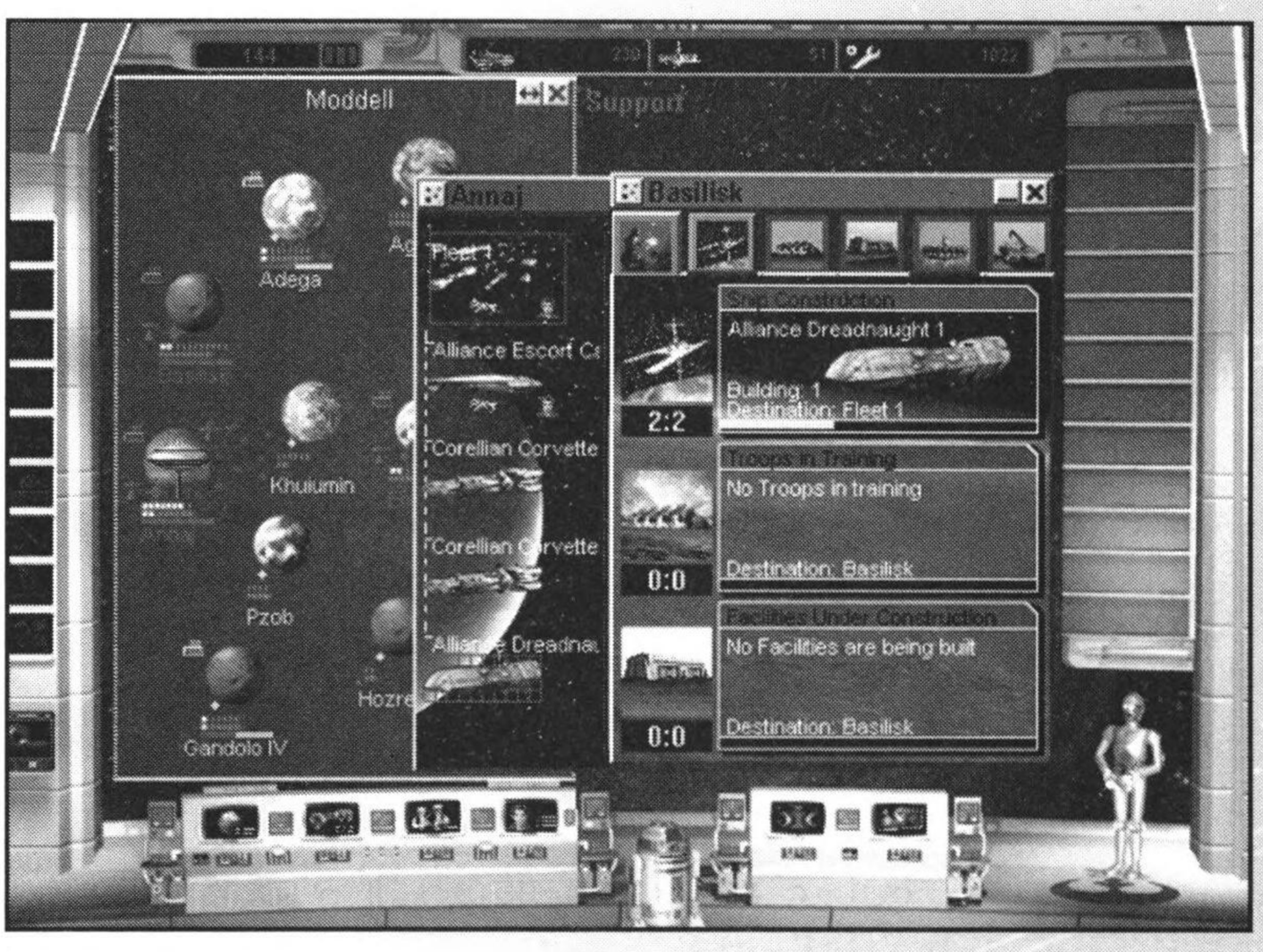


Fig. 4-5. As soon the Alliance completes this Dreadnaught, they'll send it to help defend Rebel headquarters at Annaj.

Just as important as choosing which system to protect is deciding what to protect it with. You'll already be producing a number of fighters to defend your systems, but a couple of X-wings won't withstand a determined assault by a pair of Star Destroyers, or worse. Unfortunately, your ships aren't usually equipped to push back a determined force. This is the main reason you must start moving on ship design missions immediately early in the game Still, this doesn't help the problem at hand—getting together a fleet that will keep your headquarters safe.

Tip

YOU CAN PROTECT SYSTEMS THAT DON'T MERIT A FLEET OF CAPITAL SHIPS WITH ADDITIONAL FIGHTERS.

Determining which ships to gather from your fleets requires an understanding of what each ship can do. Your capital ships have as many as three types of onboard weaponry: You'll use turbolasers mostly against other capital ships. You can use them against fighters, but not very effectively, because fighters can dodge the slower blasts easily. You'll use ion cannons to rip through shields quickly and disable ships. Again, you'll

generally use these against other capital ships. Regular lasers are useful against fighters, and do little damage to capital ships.

Blend these weapons as much as possible. Your fighters will take care of some incoming enemy fighter craft, but a few extra ships for support will help tremendously. You also need a ship or two with more powerful guns, obviously, not that the Alliance fleet is stacked with these. Gather what you can for the moment, and use your smaller ships to guard your other important systems. As you develop new ship types, you can augment the fleets already in place around your systems. Begin building your fleets as early as possible in the game to compete with the Empire's Imperial Star Destroyers.

Tip

BECAUSE THESE FLEETS WILL STAY IN ORBIT AROUND YOUR SYSTEMS, PUT TROOPS ON THE SHIPS, THEY HAVE A CHANCE OF DETECTING ENEMY MISSIONS DONE AGAINST THE FLEET. SHOULD YOU LOSE THE SHIP WITH THE TROOPS ONBOARD, YOU'LL ALSO LOSE THE TROOPS. KEEP THE UNITS ON YOUR SYSTEMS WHERE THEY'RE MORE USEFUL.

Imperial Protective Fleets

The Empire needs a lot of protection around Coruscant. Therefore, you can post a number of good ships around Coruscant even at the beginning of the game.

As with your exploration fleet, at the beginning of the game it's best to put a well-stocked Imperial Star Destroyer in orbit around Coruscant. Don't worry about posting any troops on it; you won't need them to invade anything.

Keep them on the system surface, or use the fleet to invade another system and bring the ship back empty.

Because you need only one such fleet, you can add protective ships easily. A *Victory*-class Star Destroyer works well as support for the massive Star Destroyers, as do *Carrack*-class light cruisers. Have a shipyard build TIES directly on Coruscants' surface. That way the fighters will already be deployed if you go into tactical battle. You'll have gone a long way toward keeping Coruscant safe.

Tip

CORUSCANT ALMOST ALWAYS STARTS THE GAME WITH A HUGE NUMBER OF TIE FIGHTERS IN PLACE. YOU CAN GET AWAY WITH NOT PUTTING ADDITIONAL TIES IN ORBIT FOR SOME TIME, ALTHOUGH IF THE REBEL ATTACK COMES, IT WILL DELUGE CORUSCANT WITH X- AND Y-WINGS. PREPARE FOR THIS EVENTUALITY, BUT DON'T WORRY ABOUT IT AT FIRST.

Naturally, as the game progresses, you'll make a number of advances in ship technology, and new designs will become available to you. Don't hesitate to put a couple of good new ships into the same fleet around Coruscant. The need to protect this system doesn't get any less, and the Alliance will build better and stronger ships, too. Don't allow them any advantage, and keep this fleet large and powerful.

Creating Blockade and Invasion Fleets

This is the meat of fleet building, the real reason most of us want to create these ships in the first place. After all, you spend time and resources building these massive engines of destruction, and for what? To leave them in orbit around some system and forget them? Certainly not! Warships are made for war, and nothing is a bigger act of aggression than flying a massive, well-tuned fleet at an enemy system and crushing all resistance before you. There are a few tricks to building battle fleets, however.

Alliance Battle Fleets

For the most part, your battle fleets will be similar to the fleets you design to protect your systems. Your fleets are multipurpose for both

battle and planetary assault, so you'll need both troops onboard your ships as well as firepower, and you should create the most powerful ships that you can. If you put more than six troops on a fleet, then lose a few in a planetary assault, you'll still have more than six troops which will supress an uprising on the planet's surface. If you have less than six troops, the system may go into uprising.

A few points of emphasis will differ for your battle fleets, however. For starters, when you construct a fleet to take the battle to the Empire you should place a much higher emphasis on escort carriers: although your capital ships aren't as good as the Empire's, your one-man fighters are vastly superior. In fact, a couple of good fighter squadron groups can take down smaller Imperial ships. And against basic TIE fighters, and even some of the more advanced TIE models, your basic ships are effective and powerful. If you can overwhelm enemy starfighters with your own, you can turn your remaining fighter squadron groups against the more dangerous Imperial ships.

The other major difference is in terms of personnel. True, you should take military units with you, but you should also stock up on as many Special Forces units as you can spare. Because these fleets will attack Imperial vessels *and* blockade Imperial systems, you should bring them along to wreak havoc with the Empire until you lift the blockade to avoid incoming fleets. If you have a ship over a planet, you'll get updates on the planet, except for the activities of characters based there. To find out about characters, send in Bothan spies. A couple of good characters and infiltrators will afford opportunities to sabotage enemy units and structures, abduct enemy characters and generally generate chaos. With a guerrilla unit onboard, you can foster an uprising that can help turn the system to your cause.

Because you'll concentrate more on fighters in your battle fleets, you can opt to leave some of the smaller support ships at home. Most of your fleet

should comprise the most powerful ships you can build in terms of turbolaser and ion cannon batteries. Your fighters will take care of what you'd normally train your lasers on. This will be difficult at first, because the ships you can build tend to be weak and ineffective against all but the weakest Imperial ships. Wait until you develop some powerful ship types before you take the battle to the Empire.

Imperial Battle Fleets

Creating battle fleets should be almost the exclusive goal of your infrastructure and production. Battle fleets are where your power lies and how you flex your muscle. Your battle fleets will have several goals. More than simply destroying Alliance defensive ships and blockading Alliance systems, your fleets are the first step in full-scale invasion and conquest.

Because of this, constructing a full battle fleet is much more time-consuming for you than for the Alliance. You need everything the Rebels do and more. You have a tremendous advantage in terms of warships, and it's an advantage you can exploit. You're far more limited in terms of fighters, because, until you develop TIE defenders, your TIEs are much weaker than Alliance fighters. Therefore, you'll depend a little more heavily on ships with decent laser batteries to help your TIE fighters destroy Alliance fighter craft. The TIEs themselves are virtually useless against any but the weakest Alliance capital ships. Although your fighters likely will outnumber the Rebel Alliance's, there's a good chance its superior craft may mow through yours, so extra batteries are helpful.

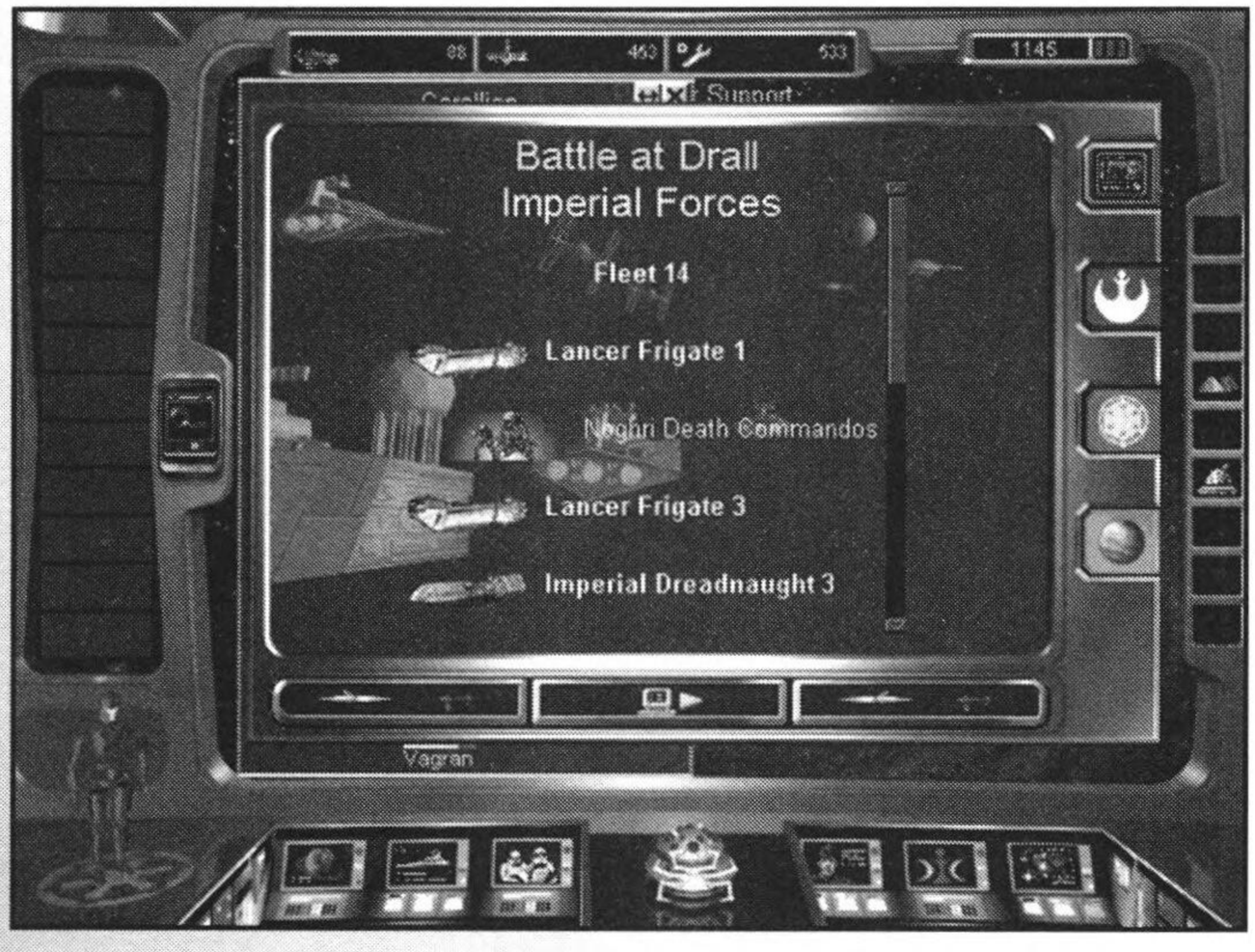


Fig. 4-6. This incoming Imperial fleet should be able to crush Rebel resistance easily, and the troops onboard probably will invade after a quick bombardment of the surface. Of course, chances are good the Rebel fleet will retreat to a nearby system before the battle is joined.

Like the Rebels, you, too, want a good stock of characters and special forces units to take care of the missions you should run before invading a system. Taking down shields and ground-based batteries is useful, as is capturing or assassinating Alliance characters. Anything that can pave the road for your troops will make the eventual invasion that much easier and less costly.

The greatest danger in creating an Imperial battle fleet is that you might make it too large. The Alliance isn't stupid, and the Rebels are used to retreating in the face of a vastly superior foe. Confronting a pair of Corellian Corvettes with a huge armada of Star Destroyers, carriers, and cruisers probably will result in their escape through hyperspace—precisely what you don't want. Remember, your battle fleet is there to conduct battle, not to send the Rebel Alliance fleet scurrying off to another system.

Tip

DON'T FORGET TO BRING CHARACTERS WITH GOOD LEADERSHIP AND DIPLOMATIC SKILLS. THE SYSTEMS YOU INVADE MIGHT REVOLT AS SOON AS THE DUST CLEARS, AND HAVING THESE CHARACTERS IN POSITION TO SUBDUE THINGS WILL MAKE THE SYSTEM PRODUCTIVE MORE QUICKLY. ONCE THE UPRISING IS QUELLED, YOUR DIPLOMAT CAN MOVE IN AND RESTORE ORDER FURTHER BY TURNING SUPPORT TO THE EMPIRE. OR, BETTER YET, AVOID AN UPRISING BY PLACING SIX OR MORE TROOP REGIMENTS ON THE PLANET'S SURFACE. IF YOU HAVE LESS THAN SIX, THERE CAN BE AN UPRISING.

Initially, this means keeping the fleet small. One good battleship, such as a Star Destroyer or even a Victory Star Destroyer, and one decent support craft or carrier should do the trick. If the Alliance feels overwhelmed or overmatched by your fleet, it will turn tail and run, usually before your ships have time to move in and fire a single shot. Because the Alliance likes to run—remember, even their starfighters have hyperspace capabilities—destroying a single capital ship or a number of fighters should qualify as a victory.

As the game progresses and your ship research missions bear fruit, you can augment your fleets with more powerful ships. The prize here is an *Interdictor*-class cruiser, because these ships come with gravity wells that prevent enemy craft from hyperspacing away. Once you acquire the technology to build these ships, put one in every battle fleet you can, and don't worry about the size of your armadas. Once the enemy can't run from you, bigger is better, because it affords a better chance of taking little or no damage.

Tip

IF YOU'RE HAVING TROUBLE WITH THE ALLIANCE RUNNING FROM A FIGHT, CREATE SEVERAL BATTLE FLEETS AROUND A SYSTEM AND ATTACK SEVERAL REBEL SYSTEMS AT ONCE. THIS WILL NARROW THEIR RETREAT TO FEWER POINTS IN THE GALAXY, AND WILL MAKE PURSUING THOSE SHIPS EASIER.

Upgrading Your Fleets

Because you'll be running ship design research missions as early and as often as you can, you'll develop new capital ship and fighter types as the game continues. When this happens, you must make an effort to incorporate the newer designs into your existing fleets.

Take a moment to determine the best use for each new ship design you develop, and determine which fleets it best fits. Just as your early fleets will

feature different ships, so too will your new ships have different uses. Frigates, for instance, aren't useful for exploration or as transports, but fit well with battle and protective fleets.

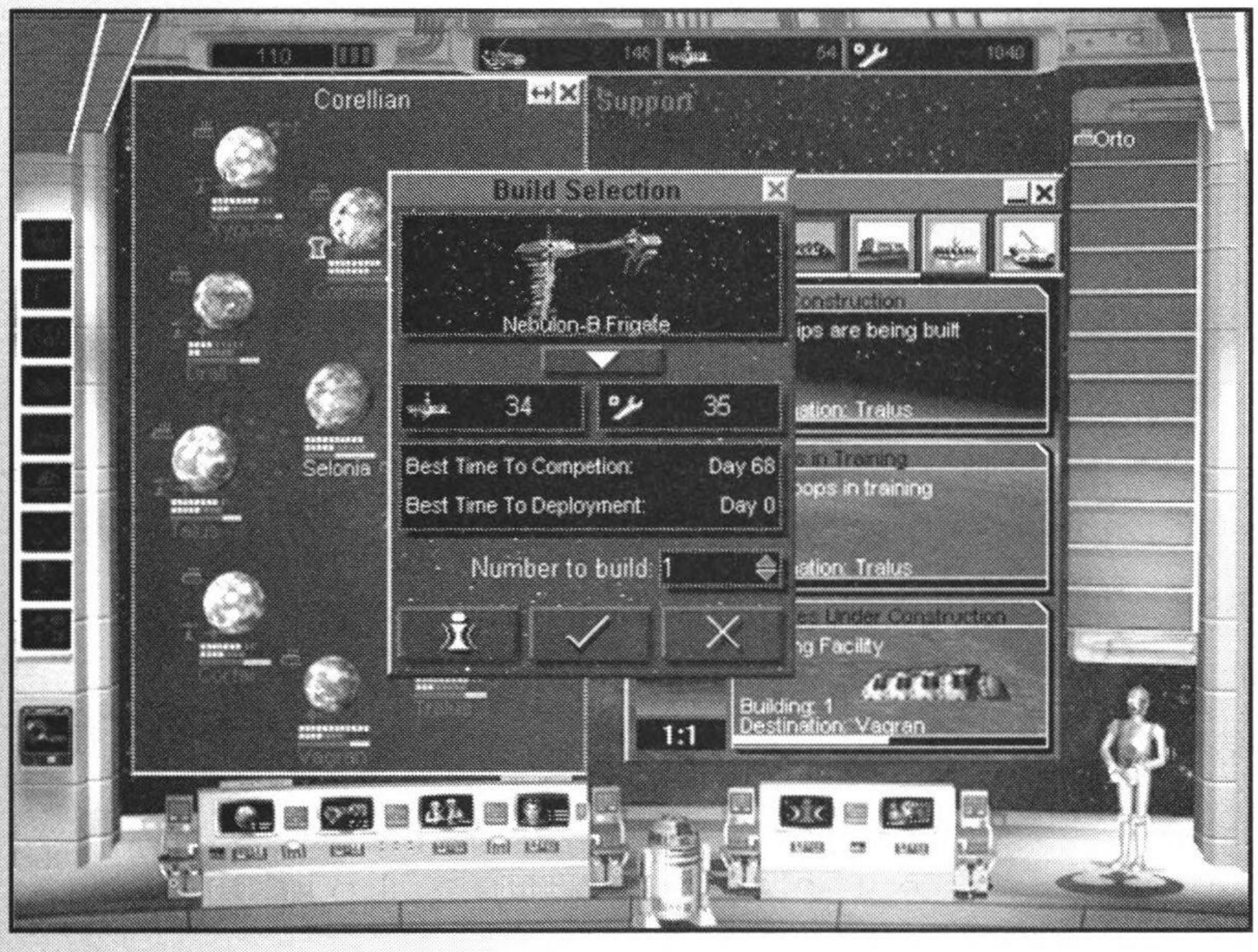


Fig. 4-7. As new ship types become available, determine where in your fleets they'll work best. Not all discoveries make for powerful warships. Advances in support craft and fighters are just as important and just as likely.

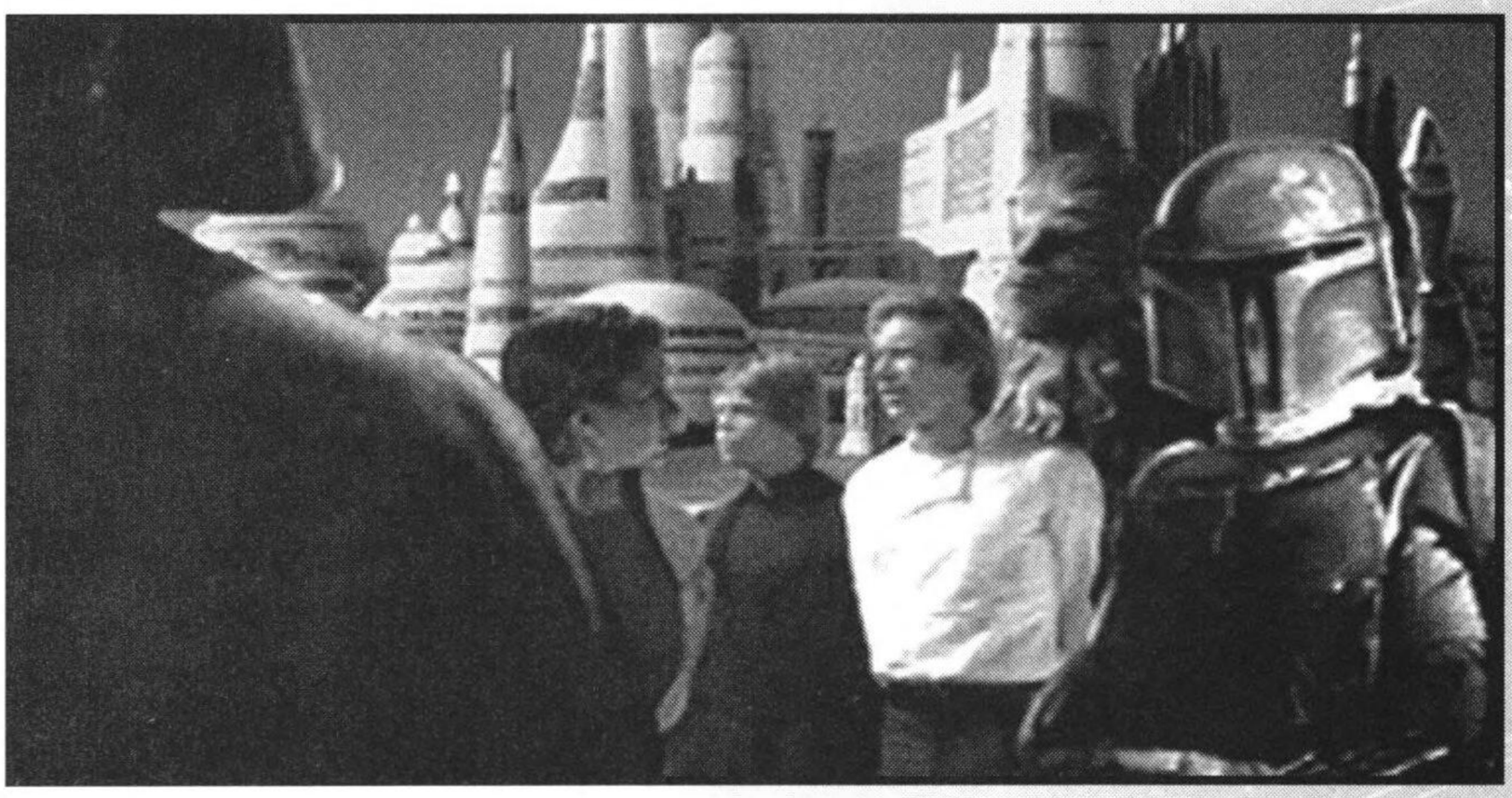
This is especially true with your new fighter craft, especially for the Empire. Although new fighters often are more powerful than earlier models, they generally have different uses. TIE bombers, for instance, are worthless against Alliance fighter squadrons, but are far more suited for use against capital ships. A-wings make excellent escort craft and are powerful and nimble enough to work wonders against enemy fighters, but are much less effective against large ships, especially compared to Y-wings. Work these new fighters into your fleets, but not to the exclusion of the older ships. An escort carrier holding nothing but TIE bombers will find itself at the mercy of even a small group of X-wings. The same escort carrier holding four TIE fighter squadron groups and only two TIE bomber squadron groups is a match for several X-wing squadron groups.

The same generally holds true for your older ship models. Seldom is it more valuable to scrap a ship than to keep it around, especially for the Alliance. Because their fleets tend to be smaller, scrapping a ship they could use to guard a system or run troops from one end of the galaxy to the other wastes a potential resource. As the game continues, these older ships are more likely to fall in battle, anyway, and can be replaced by the more powerful new ship models. In most cases, upgrading your fleets should entail enlarging them, or relegating obsolete models to fleets with different goals. The ships you already have are simply too valuable to waste. Consider setting them up in a defensive position on a previously unguarded world or converting them into an exploratory fleet. Unless you are in a desperate situation in terms of maintenance, you shouldn't resort to dismantling any ships.

Note

ALLIANCE AND EMPIRE EACH HAVE FOUR FIGHTER TYPES AVAILABLE TO THEM. THE ALLIANCE HAS THE X-WING, A MULTIPURPOSE CRAFT THAT CAN HOLD ITS OWN AGAINST FIGHTERS AND SOME CAPITAL SHIPS; THE Y-WING, SLOWER AND USED MORE AS A BOMBER; THE A-WING, WEAKER PHYSICALLY BUT MUCH FASTER AND MORE MANEUVERABLE THAN OTHER ALLIANCE CRAFT, AND THE B-WING, A HEAVY FIGHTER THAT CAN STAND UP TO EVEN THE TOUGHEST IMPERIAL ASSAULT. THE EMPIRE HAS MODELS TO MATCH EACH OF THESE—TIE FIGHTER, TIE BOMBER, TIE INTERCEPTOR, AND TIE DEFENDER, RESPECTIVELY.

Chapter 5
Characters and Missions



Star Wars Rebellion Characters

THE *STAR WARS* UNIVERSE HAS ALWAYS REVOLVED AROUND THE CHARACTERS WHO POPULATE IT. FOR THIS REASON, ONE OF THE MOST IMPORTANT ASPECTS OF STAR WARS REBELLION IS THE DEVELOPMENT OF ITS CHARACTERS. ARMIES AND FLEETS CAN DO ONLY SO MUCH IN TERMS OF CONQUERING SYSTEMS AND DEFENDING YOUR SYSTEMS. TO SUCCEED IN YOUR QUEST TO DOMINATE OR LIBERATE THE GALAXY, YOU MUST ENGAGE THE SERVICES OF MANY UNIQUE INDIVIDUALS AND SEVERAL SPECIALIZED MILITARY UNITS. BOTH THE REBEL ALLIANCE AND THE EMPIRE MUST REACH THE MANY SPECIAL GOALS AND REAP THE BENEFITS OF SUCCESSFUL MISSIONS.

Both sides have a number of Special Forces units capable of conducting missions, but many of the individual characters are superior to these units. Characters are capable of higher espionage and combat ratings than Special Forces, and so they're far more likely to succeed and far less likely to be destroyed. Therefore, although Bothan spies and Noghri Death Commandos will do a lot of your dirty work, you'll still need to enlist the support of assorted individual characters.

Tip

ONE OF THE MOST IMPORTANT REASONS FOR HAVING CHARACTERS CONDUCT MISSIONS IS THAT, WITH SUCCESS, THEY WILL IMPROVE THEIR ABILITIES. EACH TIME THE CHARACTER IS SUCCESSFUL IN A MISSION, HIS OR HER SKILLS CAN IMPROVE. SPECIAL FORCES CANNOT IMPROVE, REGARDLESS OF THE NUMBER OF SUCCESSES THEY HAVE.

Both sides start with characters in place. At their base on Yavin, Rebel forces have six characters—Luke Skywalker, Princess Leia, Han Solo, Wedge Antilles, Chewbacca, and Jan Dodonna. Mon Mothma, the seventh Rebel character, starts the game at Alliance headquarters. For the Empire, Emperor Palpatine begins the game at the Imperial headquarters on Coruscant. The six other Imperial characters—Darth Vader, Piett, Veers, Jerjerrod, Ozzel, and Needa—begin at random Imperial locations around the galaxy.

Both sides commence the game with additional characters at random locations elsewhere in the galaxy. In a small galaxy, each side has one additional character; for medium-sized games, each side has two; for the largest galaxy size, each side starts with four extra characters. You can engage the services of other characters by recruiting them. Thirty characters are available to both Alliance and Empire over the course of a game.

General Mission Types

Most missions can be performed by any character. Some are specific to one or more characters with specific traits. All missions are important in their own way. Several have potentially far-reaching consequences. One, abduction, must be performed at least twice by either side for it to meet victory conditions. You can sometimes capture characters without abduction missions by assaulting a system a character is on, or by foiling a mission a character is attempting.

Abduction

An abduction mission sends you to capture an enemy character, pure and simple. Doing so is critically important, because each side must capture a couple of key characters to succeed. You may use either characters or specialized military units to perform these missions, but it's not as simple as it sounds. Many factors affect the mission's potential for success, including the circumstances of both abductor and abductee, the size of the garrison on the systems where the abduction will take place, and the presence (or absence) and size of enemy fleets around the target's system.

Tip

THE ENEMY CAN RESCUE THE CHARACTERS YOU ABDUCT. IF YOU CAPTURE ONE OF THE TWO PEOPLE YOU NEED TO MEET VICTORY CONDITIONS, KEEP HIM OR HER SAFE. IF YOU TAKE HIM OR HER TO ONE OF YOUR SYSTEMS, START CONVERTING THAT SYSTEM INTO A PRISON, WITH ADDITIONAL GARRISONS, GENCORE SHIELDS, AND A PROTECTIVE FLEET. IF YOU CONDUCTED THIS MISSION WITH CHARACTERS OR UNITS FROM A FLEET ORBITING THE SYSTEM, THE CAPTURED CHARACTER WILL BE TAKEN TO THE FLEET. MOVE THE SHIP THE PRISONER COMES TO. IN FACT, IT'S A GOOD IDEA TO HYPERSPACE THIS SHIP TO A VERY DISTANT SYSTEM WHERE YOUR ENEMY IS UNLIKELY TO FIND IT. AND BECAUSE THE SHIP CAN'T BE REACHED IN HYPERSPACE, THIS PREVENTS RESCUE ATTEMPTS.

Both the Empire and the Rebel Alliance have a number of characters and units capable of undertaking abduction missions.

To abduct an enemy character, you must first *find* him or her. You can only accomplish this via successful espionage missions. This is somewhat hit-or-miss, because you generally won't know where enemy characters start. Because the Empire has a good idea of the locations of most Rebel characters, the smart Rebel player will move those characters to different systems at the start of the game.

Tip

OFTEN, A SUCCESSFUL ABDUCTION MISSION MAY REQUIRE YOU TO BLOCKADE THE SYSTEM IN QUESTION AND USE ORBITAL BOMBARDMENT TO TAKE DOWN SOME MILITARY DEFENSES. THIS MAY ALERT YOUR ENEMY TO YOUR INTENTIONS, HOWEVER, SO SEND YOUR CHARACTER(S) OR MILITARY UNIT(S) ON THE MISSION AS SOON AS THE BLOCKADE IS CREATED TO PREVENT THE ENEMY FROM MOVING ITS CHARACTERS TO ANOTHER SYSTEM.

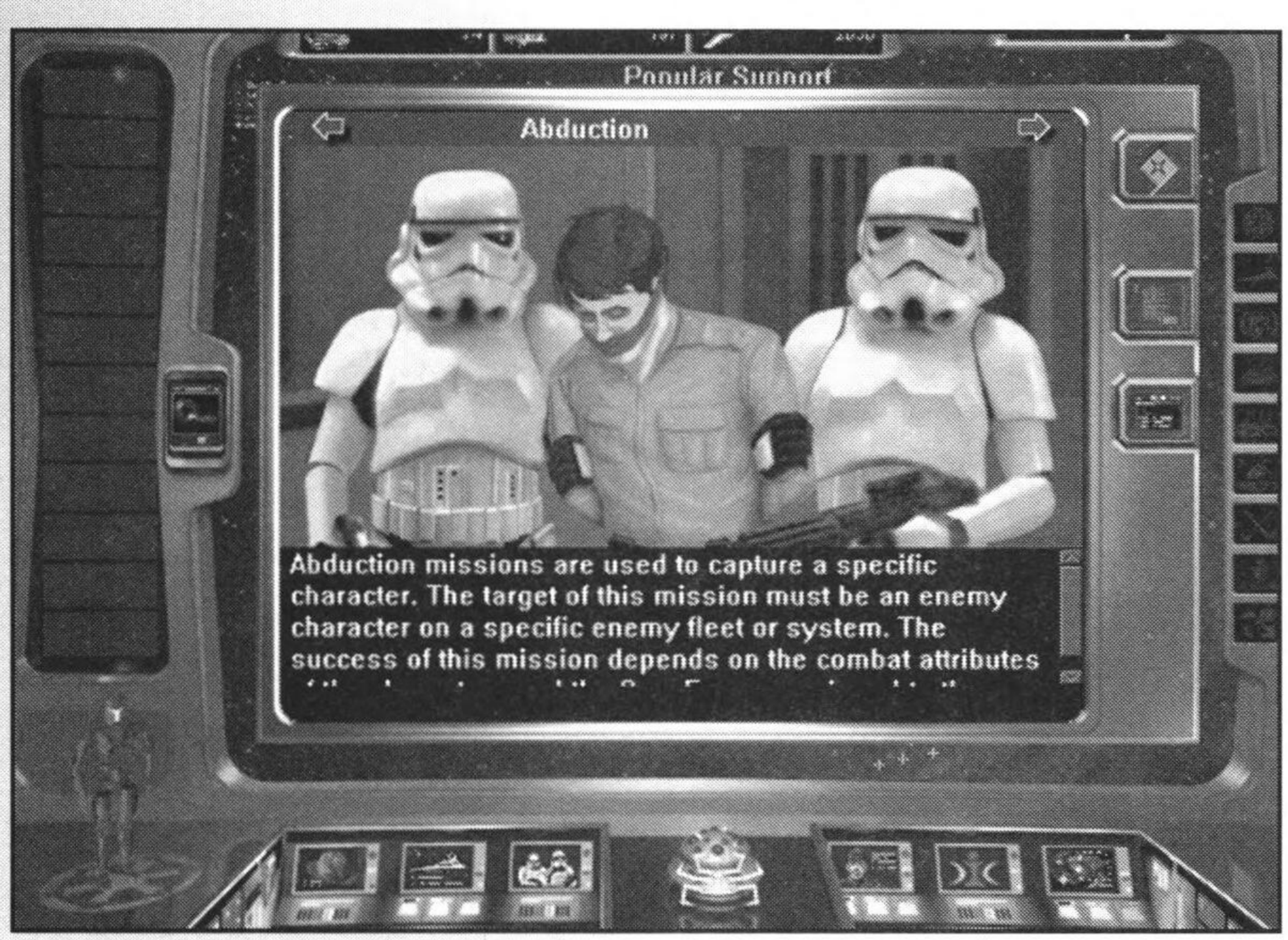


Fig. 5-1. Abducting characters prevents your enemy from using them to conduct missions against you. You must abduct key personnel from your enemy to win.

After you locate an enemy character, you can run an abduction mission to grab that character. Knowing his or her whereabouts doesn't guarantee success, however. Characters stationed on powerful systems with large garrisons and protective fleets are the most difficult to abduct simply because of the difficulty of infiltrating the enemy camp. Naturally, the wise player will station his or her important characters on heavily garrisoned systems, when possible, to prevent their abduction. Plus, the abducting character's or unit's combat ability figures into the overall success percentages.

Decoy Missions

A decoy mission is exactly what it sounds like. When you want to conduct a secret mission, the decoy mission distracts the enemy from your real aim, giving you a chance to get the real character or team in to perform the job.

Note

CHAPTER 6 COVERS DIPLOMACY IN GREATER DETAIL.

Units and characters performing decoy missions are at considerable risk, because it's their job to take the brunt of the assault from the real mission. In general, because of the risk of capture or death at enemy hands, don't run decoy missions using valuable characters unless they have high enough combat ratings to reduce the risk. Rather, use expendable and easily replaced military units.

Decoy missions are imperative for the success of any difficult under taking. Operating on well-defined systems, capturing powerful characters, or sabotaging units and facilitys on powerful systems will be made easier with a character or Special Forces unit running a decoy mission. Special Forces can only run decoys for missions they can normally undertake.

Tip

AFTER USING DIPLOMACY TO SWAY A SYSTEM TO YOUR CAUSE, RUN A FEW MORE DIPLOMATIC MISSIONS ON THE SAME SYSTEM TO GAIN A FIRMER HOLD THERE.

Diplomacy

After abduction, diplomacy is arguably Star Wars Rebellion's most important mission type. Using diplomacy, either side can sway neutral systems to its cause. Although acquiring systems diplomatically is a slow and often frustrating process, bloodless conquest is important, especially for the Rebel Alliance.

Successful diplomacy causes a percentage of a system's population to shift toward your belief system. With enough of a shift, that system will decide in your favor and join your cause, adding its mines, refineries, and other facilitys to your side. Additional successful diplomatic missions will continue to increase popular support, making uprisings against you far less likely and allowing you a greater chance of instigating an uprising on that system should your enemy conquer it.

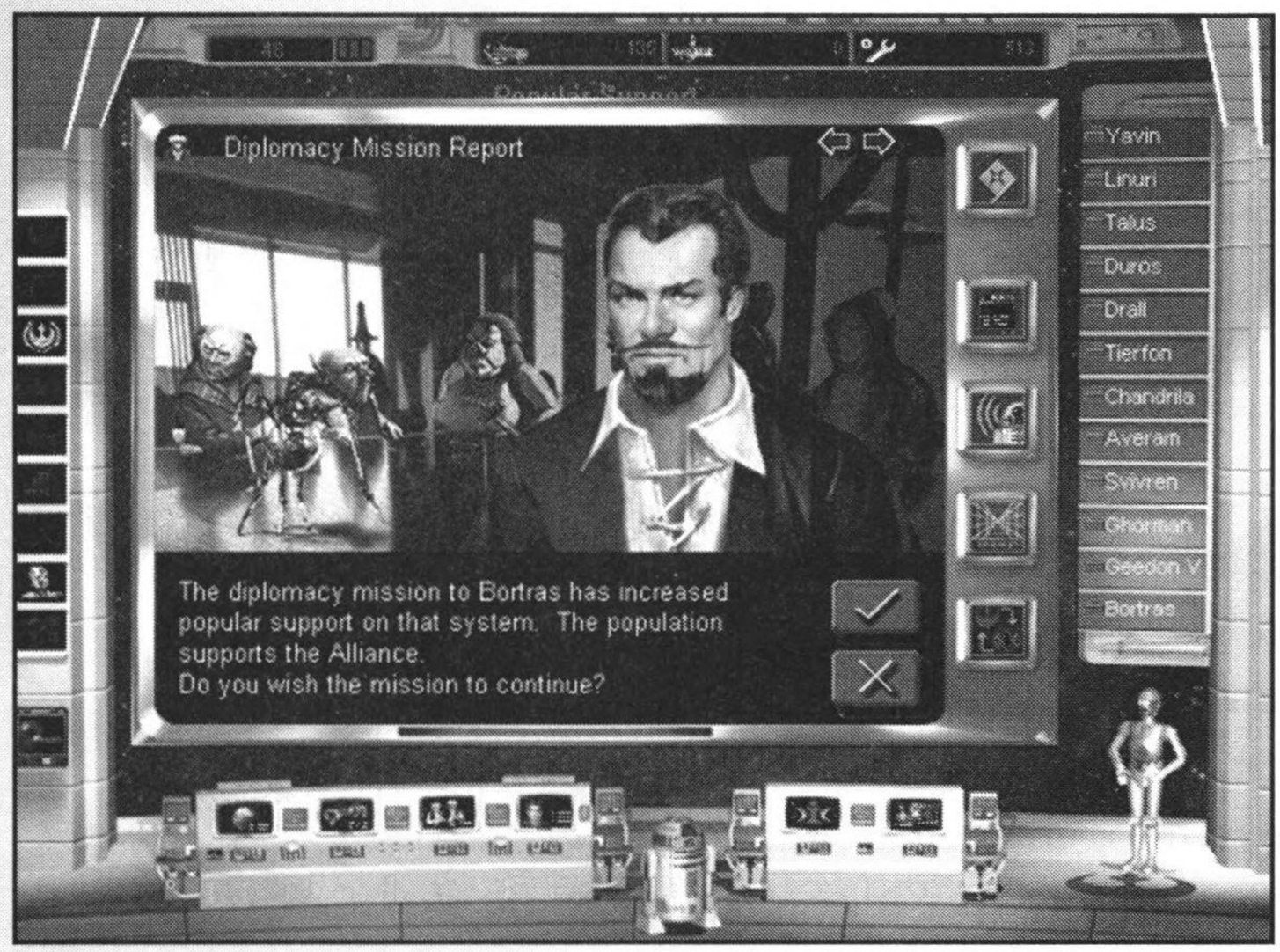


Fig. 5-2. Running additional diplomatic missions after a system joins your cause can further cement its allegiance to your side.

It sounds simple, but diplomacy is almost always a slow process. You'll sway few systems to your cause with only a single successful diplomatic mission. Often, changing a system's opinions takes many missions and weeks or months of game time. You can send any character on a diplomatic mission, but many have only a distant chance of success. Diplomatic skill is a character's most important statistic in this regard.

Espionage

Although dangerous, espionage will play an almost constant role as you discover new systems and as enemy influence spreads throughout the galaxy. You may conduct espionage to enemy-held or neutral systems as well as on your own systems. Run espionage missions on your systems to discover enemy missions being attempted there. If you find an enemy mission on your system, you can attempt to stop it. A successful espionage mission provides information about at least one system—its troop garrisons, fleets around it, and facilities in place. It also alerts you to what your enemy is building, defensive batteries and shields, and characters currently stationed on the system.

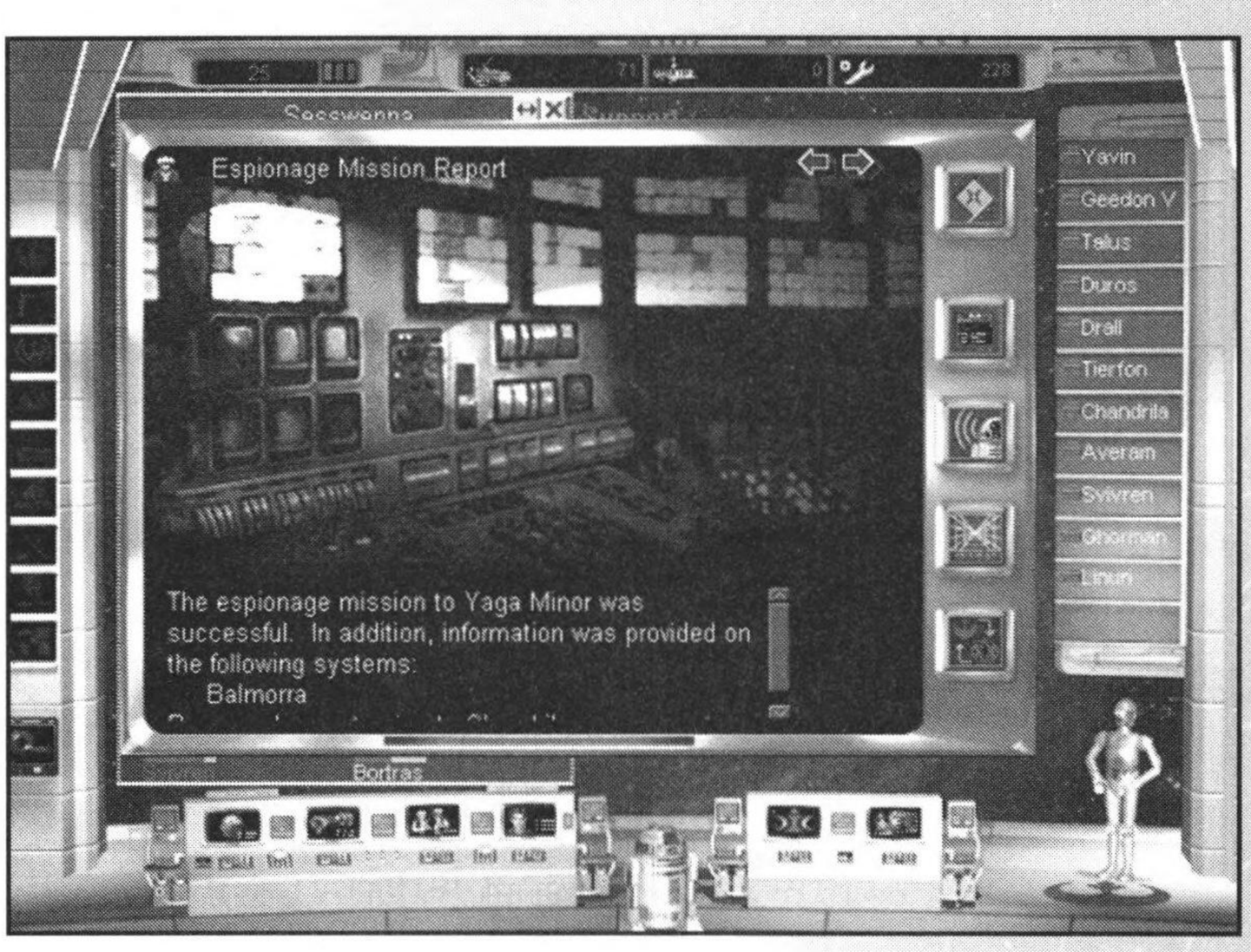


Fig. 5-3. Successful espionage missions often give information about systems in addition to the target system.

Espionage missions are critical to your efforts, if for no other reason than that they can tell you where important enemy characters are stationed. Espionage also provides information about fleets, troops and facilities on a specific system.

However, these missions also are dangerous. Heavily protected systems are hard to infiltrate, and a spy sent to gather data about a system with a large protective fleet is likely to be turned away before even reaching the system surface. And spies sent to enemy-held systems risk being caught. You can replace military units, but not characters. Any character you send to spy on enemy systems risks incarceration or worse. The character's or unit's espionage skill determines its potential for success or failure.

Incite Uprising

Because the Rebel Alliance often works under the cloak of secrecy, it can inspire peoples held against their will to revolt against their Imperial masters.

When successful, this incitement to uprise causes such populations to turn against their masters, swaying more people from the Imperial view toward that of the Rebel Alliance. When a large enough percentage of the population holds with the Rebel view, the system's population will revolt. Similarly, the Empire can use its minions to sway the underground forces on any Alliance-held system. Not everyone is content with Alliance ideals of peace and freedom, and such dissatisfaction can be exploited to create havoc on Rebel systems.

A number of factors influence this mission type's potential for success. For example, the character's leadership ability—better leaders more easily sway others to their points of view. A successful uprising attempt also hinges on the size of the system's garrison. Larger garrisons can keep the peace more effectively. For each military unit in place on the system, the Rebels or Empire must influence a larger percentage of the population.

When an uprising starts, the system simply stops producing. All mines, refineries, shipyards, construction yards, and training centers stop production, and won't produce new items until the uprising is put down. If an uprising continues long enough to destroy all garrisons on the system, the system will switch sides.

The power inherent in stealing an enemy system can't be underestimated, but it's a dangerous mission. For one thing, should a system revolt successfully, it's generally unprotected from further enemy aggression. It takes some time to develop new military units to protect that system. And, because the mission takes place in enemy territory, there's always a chance of capture. Still, in inciting an uprising you strike at the heart of your enemy's infrastructure, delaying the production of new units, ships, and materials, and forcing your opponent to deal with systems it already has instead of attending to *your* systems.

Subdue Uprising

When the Rebels manage to incite an Imperial system into uprising or the Empire takes over a system that strongly supports the Alliance, the Empire has two options. First, it can increase the garrison at the system dramatically; it takes time, effort and a tremendous amount of raw material to produce and transport these units. A system in uprising needs a garrison of twice the normal requirement to keep the peace. A system almost wholly loyal to the Alliance will need as many as 12 units to put down revolt.

For the Alliance, systems will revolt should the Empire gain strong footholds in a sector by show of force, or if the Alliance uses military aggression to bring systems to heel. Either side can also foster uprisings on enemy systems. Again, garrisons on systems in revolt can be increased to bring the population back into line which is costly, because these troops may be needed elsewhere.

A much simpler way to crush resistance is by using a subdue uprising mission. Imperial or Alliance characters sent on this mission go to the troubled system and, through a combination of diplomacy, tact, and outright force, bring the population back in line. The success of this mission depends both on the leadership skill of the character conducting the mission as well as the system's current level of loyalty. Systems just barely in a state of uprising are much easier to bring back, while those with small garrisons which are almost entirely swayed to one side are far more difficult to affect.

Successfully subduing an uprising brings the target system's loyalty more in line with your side. Often, you'll learn the mission was unsuccessful (the uprising is still occurring), but loyalties have shifted more in your favor. It often takes several attempts to quell an uprising, particularly on systems previously loyal to the other side or that have suffered a series of bombardments and assaults.

Tip

AS YOU PUT DOWN AN UPRISING, BUILD TROOPS AND DEPLOY THEM ON THE SYSTEM IN TURMOIL. INCREASING THE SIZE OF THE GARRISON WILL HELP END THE UPRISING; AS YOUR SUBDUE UPRISING MISSIONS INCREASE THE SYSTEM'S LOYALTY LEVEL, THEY WILL REDUCE THE NEEDED SIZE OF THE GARRISON. EVENTUALLY, YOU'LL HAVE STATIONED ENOUGH NEW TROOPS ON THE SYSTEM AND WILL HAVE BROUGHT UP THE LOYALTY ENOUGH THAT THE UPRISING WILL STOP. ONCE IT'S PUT DOWN, CONDUCT DIPLOMATIC MISSIONS TO CONTINUE SWAYING THE POPULATION TO YOUR SIDE, LOWERING THE CHANCES OF FUTURE UPRISINGS.

Fortunately, because you run these missions on your own systems, your characters are at little risk. Many characters, even if they're not good diplomats, have excellent leadership skills—the most important characteristic for success in this mission. For both sides, threat of uprising is the major reason to place a good admiral on any fleet moving to invade Alliance systems; these admirals usually have the skills needed to put down any uprisings that may occur.



Fig. 5-8.
Darth Vader has successfully crushed an uprising, and in so doing has reduced the required garrison and increased this system's feelings toward the Empire.

Jedi Training

Jedi training isn't available to Rebel characters. It becomes possible only after Luke Skywalker goes to Dagobah to become a Jedi student, then he must achieve Force growth through successful missions or through encounters with Darth Vader or Emperor Palpatine. Try to keep Luke on missions constantly or send him to places where Vader or the Emperor are located-which can be dangerous. His success on these encounters and missions will be conveyed to you via messages, and you will see the numbers in Luke's Force ranking increase slowly. Once his Force ranking is high enough, Luke can train other Force-aware characters. Darth Vader, a fallen Jedi, can train any Imperial character who possesses the ability to learn about the Force from the beginning of the game.

Once Luke achieves Jedi Knight rank, the Alliance can send him any character with knowledge of the Force for training. These missions must be conducted on systems where Luke is stationed. Imperial characters can go with Vader for the same sort of training at any time.

Force training takes a long time—60 to 90 days—and doesn't always succeed. But the power your side can gain from developing a character's ability in the Force make this mission an important one. As chacters rise in their ability with the Force, they will increase their combat, leadership and espionage ratings. Additionally, Force-aware characters will have an increasing chance of detecting enemy, Force-using characters when they are in the same system. Finally, characters who are trained in the Force will heal more quickly when injured.



Fig. 5-4.
Eventually, Luke will fly off to Dagobah to become a Jedi student. After he returns, he can begin to increase his Force ranking.

During Force training, you must conceal Luke or Vader and their students from your enemy. They are vulnerable at this time, and any successful attacks on the system where training is taking place will spoil the mission and leave Luke or Vader and the other characters open to capture.

Note

DAGOBAH DOESN'T APPEAR IN ANY OF THE SECTORS IN STAR WARS REBELLION. LUKE WILL GO ON HIS OWN, YOU CANNOT SEND HIM.

Perform this mission in secrecy on a protected system in the Outer Rim Territories. For a potentially larger return (at greater risk), send a number of characters for Force training at once. This will take them out of the mission's loop for a considerable amount of time, but they'll all be stronger and more capable when they're finished.

Reconnaissance

Recon missions have much in common with espionage, but are more limited. Although a successful reconnaissance mission doesn't offer the wealth of information successful espionage provides, it does reveal a given system's allegiance (if any) and resources, including facilitys. These missions are most useful for unexplored systems. For the Empire, successful reconnaissance offers the location of the Rebel headquarters—a necessary piece of information. A good method is to build many probe droids and send them out to locate the Rebel headquarters.

If the rewards are less for reconnaissance missions, so too are the risks. A unit conducting a recon mission may be captured by the enemy fleet, but this rarely happens. Because the recon unit generally doesn't go to a system's surface, it won't encounter or engage any garrisons stationed there.

Characters can't conduct reconnaissance missions. These missions are available only to Special Forces—specifically, the Alliance's longprobe Y-wings and the Empire's probe droids.

Recruitment

Each side has many minor characters who will join if found. These characters offer a variety of useful skills and abilities.

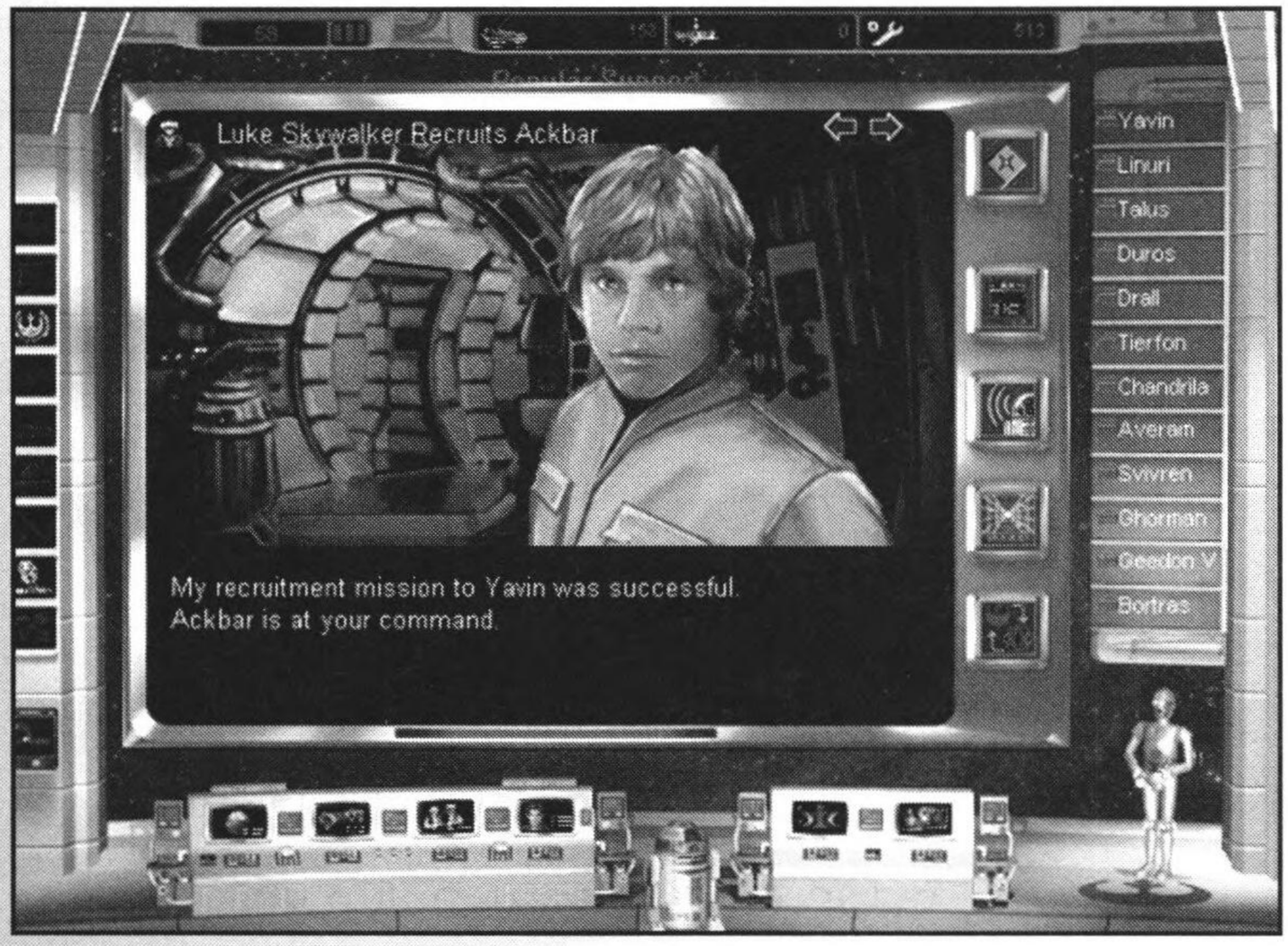


Fig. 5-5. Your major characters will conduct a variety of missions, but few are as important as recruitment. Unless you bring new characters into the fold, you'll have a hard time accomplishing all the specialized tasks ahead.

Any major character in any friendly system can recruit. The Rebel Alliance has a significant advantage here, because four Rebel characters—Mon Mothma, Luke Skywalker, Han Solo, and Princess Leia—can recruit. For the Empire, only Darth Vader and Emperor Palpatine can conduct recruitment missions.

Recruitment should be the default mission for all major characters, particularly Imperial ones, with their limited recruitment ability. Any time these major characters are idle, they should start recruiting wherever they're stationed. Make a concerted effort to recruit as many characters as you can as quickly as you can. You'll need your characters to perform other missions as well, particularly diplomatic missions, but until you have gained the loyalty of all 30 characters available to your side, someone should be recruiting at all times.

Imperial Forces Recruiting

Recruitment is important for the Empire, but it's a little more difficult at the beginning of the game. Imperial forces have a limited number of diplomats other than Vader and Palpatine, in most cases, and often will need these characters for diplomatic missions. On the other hand, in focusing on recruitment, the Imperial Forces player may acquire other characters with good diplomatic skills. Emperor Palpatine is a good choice for recruitment missions at the start of the game while Darth Vader uses his diplomatic and leadership skills on the neutral systems in the Core. However, since Vader has the ability to detect the Force in characters, he should do the bulk of your recruiting, since he'll be able to spot the characters with potential quickly.

Rebel Alliance Recruiting

For the Rebel Alliance, Han Solo is the ideal recruiter. Although excellent at espionage and in combat, Solo's too valuable to risk for an information-gathering trip Bothan spies could handle just as easily. Leia and Mon Mothma should recruit on any systems they sway through diplomacy. Luke Skywalker is a capable diplomat, but his recruiting skills and his ability to train characters in the Force are far more important. The other benefit to having Luke perform the bulk of your recruiting is that his ability to sense the Force in other characters will give you a better idea of who can be trained in its use.

Rescue

When a character is captured or abducted, there's only one reliable way to free him or her. This specialized mission type requires both deftness and an ability to fight one's way

Tip

TAKE CARE WHEN CONDUCTING THESE MISSIONS. THEY'LL LIKELY PLACE THE CHARACTER ATTEMPTING THEM DIRECTLY IN THE ENEMY LINE OF FIRE. IF YOU ACT RECKLESSLY, YOU MIGHT QUICKLY FIND YOURSELF WITH ANOTHER CHARACTER TO RESCUE!

out of a difficult situation, so its success hinges on a character's espionage and combat skills.

The enemy can capture a character several ways. First, and most obviously, is abduction. Characters may also be captured while attempting missions on enemy systems. The successful invasion of a system where a character is stationed also can result in his or her capture.

To rescue a character, you first need to know where the character is being held. Obviously, you can't rescue Princess Leia by sending a mission to Drall if she's located on Calamari. And, as with espionage missions, the size and power of the enemy garrison and/or fleet will affect your chance for success.

Attempting to rescue any captured character is worthwhile. Losing a *major* character, however, calls for extensive rescue efforts. A successful rescue of Mon Mothma or Emperor Palpatine can undo the damage of their loss. Should you lose a major character to abduction, you must bend most of your efforts to locating them and conducting a rescue operation.

Research

Each side starts a game of Star Wars Rebellion with a number of facilities, ship types, and military units it can build. These units and ships have a major role in winning the war, but it's just as important to develop new and superior technology. For example, superior design is the main reason the Rebel Alliance has an advantage when its starfighters face Imperial TIE fighters. Advanced technology gives you an advantage, accelerating production, allowing for a more varied plan of battle, and giving you the ability to use fewer units to combat greater odds. The game's three areas of research are facility design, ship design, and troop training design.

Facility Design Research

You can't improve your mines and refineries, but you can improve training centers, shipyards, and construction yards (as well as your systemary shields and turbolaser batteries). Facility design research can develop technology to create advanced versions of these three facilities. Each improvement in your three basic facilities allows you to create new ships, units, and facilities much faster than with lower-tech versions. Improved GenCore shields offer better protection; improved turbolasers offer better defense.

Note

YOU CAN'T DETERMINE WHICH TROOP TYPE, SHIP DESIGN, OR NEW FACILITY YOU WISH TO RESEARCH, BUT EACH BREAKTHROUGH IN THESE AREAS ADDS VALUABLE RESOURCES TO YOUR WAR EFFORT.

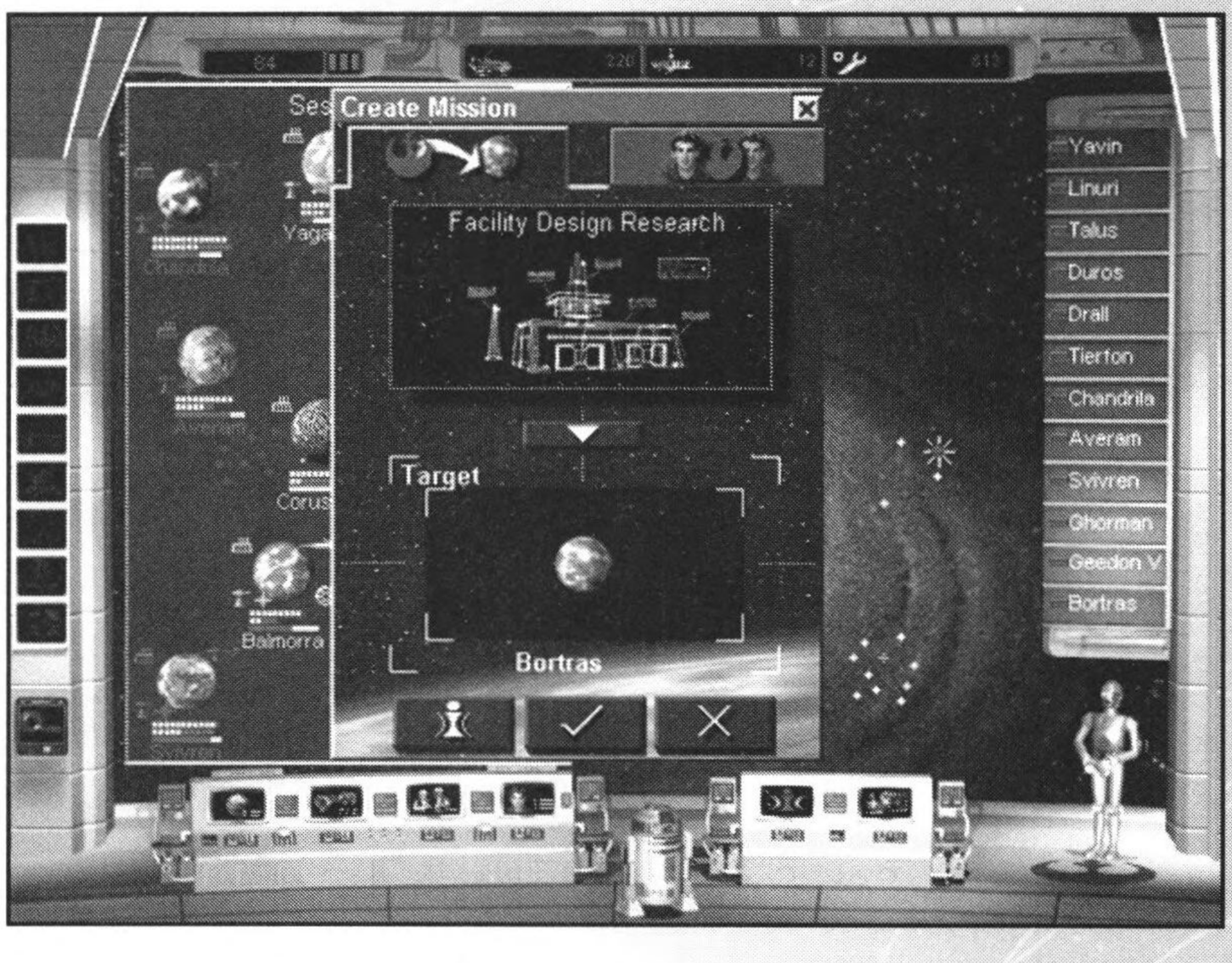


Fig.5-6. Advances in facility design give you the ability to create dramatically improved versions of basic facilities, for faster production.

Naturally, this comes at an increased cost in time and material. Each advanced version requires twice as much refined material to make, and, in

some cases, requires more upkeep. Plus, both advanced construction yards and advanced shipyards are weaker than their precursors in terms of defense against bombardment. Improved shields are less expensive to maintain and offer much better protection; improvements to LNR series batteries, although providing more power and lowering maintenance costs, are less well-protected against assault.

To conduct facility design research, a character must have the ability to perform this mission type. Such characters are fairly rare, so when you acquire one, this mission should take top priority. You must station the character conducting it on a system with a construction yard or advanced construction yard to allow an opportunity to research new facilities. And be sure to station them on well-protected systems, because such characters are likely targets for abduction and assassination.

Ship Design Research

Like facility design, ship design research allows for a number of new construction possibilities, from new capital ships to more powerful fighter craft. Both Empire and Alliance start each game able to manufacture a limited number of capital ships and one or two fighter types. The only way to improve the fleets beyond their original strength is to develop new craft.

Note

THE EMPIRE AND THE ALLIANCE CAN DEVELOP FOUR STARFIGHTER TYPES AND FIFTEEN CAPITAL SHIPS EACH.



Fig. 5-7. After running several ship design research missions, Wedge Antilles has made a significant breakthrough, allowing the Rebel Alliance to begin producing Nebulon-B frigates.

Again, you must run these missions early and often to gain an edge in ship-to-ship combat. Both sides have specialized craft that can be developed to help their war effort, as well as ships capable of incredible power. Although the Empire starts with the ability to develop the Death Star, it lacks the knowledge to create the Super Star Destroyer—the most powerful ship of the Imperial line. The Rebels will need research to create the Bulwark battlecruiser, their largest capital ship.

Only characters able to research new ship designs can conduct this mission. It must be done at a friendly system with an orbital or advanced shipyard. The Alliance has a small advantage in ship design research, because at the beginning of every game, Wedge Antilles, capable of designing new ships, is a member of the Rebel staff. Ship design research should continue uninterrupted until all new ship types have been researched and discovered.

Troop Training Research

The third type of available research is in the area of troop training. Both the Empire and the Alliance can research and develop several troop types.

Many of these are specific to assault or defense. The Empire starts off with Stormtroopers, which are significantly better than the Alliance's regiment types at the start of the game, so the Alliance can greatly benefit from troop research. The Empire can improve its forces by adding war droids and dark troopers, two of the game's most powerful ground units.

As with the other types of research, characters capable of performing troop training research are relatively rare, and so are highly prized. Run troop-training missions at a system with a training center or advanced training center. Do it as soon as a character able to design new troops becomes available, and continue until all potential new units have been researched.

Sabotage

Military strength is at a premium in the galaxy, regardless of which side you play. The Empire must amass as much strength as it can to put down uprisings and take over and dominate new systems, while the Rebel Alliance, from its inferior starting position, must produce new military units almost constantly to catch up. You can gain a significant advantage as the Rebel Alliance, or maintain your advantage as the Empire, by destroying ships and troops as your enemy creates them. Sabotage missions are conducted at a specific enemy target—facility, ship, or unit.

Results of Sabotage

Your sabotage missions will have dramatically different results. Blowing up an enemy mine will reduce your opponent's ability to produce raw material by 50 points. This can be a blow if the opponent's maintenance points are low. Destroying a major capital ship can set back an enemy offensive for many, many days or significantly weaken a system's protective fleet. In fact, in many cases, successful sabotage missions against protective fleets and ground-based batteries are necessary for the eventual invasion and conquest of a system.

Because it involves traveling to an enemy-held system, sabotage, like espionage, is dangerous. Units are as likely to be turned away or captured as they are for espionage missions. A successful mission destroys the targeted facility, ship, or unit, wasting the enemy's time, effort, and resources.

How to Conduct Sabotage

Conduct sabotage missions with a great deal of forethought. It's better to send specialized units rather than characters, because they're easier to replace. And choose your targets wisely. If you plan to invade a system, sabotaging starfighters, troops, and systemary batteries will make your assault go more smoothly. When you find a big target—Imperial Star Destroyers, Rebel carriers and frigates, and the like—that's the time to attempt this mission. Risking an easily replaced unit for a chance to destroy a Star Destroyer—or new construction yard or shipyard—is more than worthwhile. Weigh the potential cost to you of letting your enemy succeed in building a given ship or structure to determine if it's worth taking the chance. If you have doubts, pick another target.

Tip

TARGETING ENEMY PRODUCTION FACILITIES IS A GREAT WAY TO HAMPER THEIR EXPANSION AND MILITARY BUILDUP. HOWEVER, IF YOU PLAN TO ASSAULT THAT SYSTEM, DESTROYING THESE FACILITIES PREVENTS YOU FROM ACQUIRING THEM SHOULD YOU CONQUER THE SYSTEM.

Alliance Mission—Death Star Sabotage

Although the Rebels destroyed the original Death Star around Yavin, the Empire has lost neither the technology nor the plans for the huge battle station. Developing a new Death Star requires a tremendous amount of time, effort, and material, but once it's constructed, the Empire can use it to enforce their will. The Death Star can stock a tremendous number of ground units and fighter craft, rendering it invulnerable to all but assault by starfighters, much as the original Death Star was.

If the Alliance can locate a Death Star while the Empire is in the process of building it, the Rebel player can assign a character or team to sabotage—and, if successful, destroy—the shipyard where it's being built. This mission requires skill in several areas, so both the combat ability and espionage skill of the characters and units sent to destroy the incomplete station's building site will determine its success. The Death Star must be completed before you can sabotage it directly.

Should a Death Star-in-progress be discovered, the Rebel player should work immediately to sabotage its shipyard. It's possible to destroy an active Death Star, but the amount of firepower and military units this station can bring to bear against a single system or fleet can be overwhelming. Destroying it before it becomes operational not only will set back the Empire's military production and waste a tremendous amount of its raw material, it will afford the Rebels a little breathing room.

Note

IN *RETURN OF THE JEDI,* THE PARTIALLY COMPLETE DEATH STAR BEING BUILT AROUND THE FOREST MOON OF ENDOR WAS PROTECTED BY A SYSTEM-BASED SHIELD. THE REBELS HAD TO DESTROY THE SHIELD BEFORE THEY COULD BEGIN THEIR ASSAULT ON THE DEATH STAR.

The Empire has only one defense against Alliance sabotage. It can construct Death Star shields on the system producing the Death Star. While these are operational, the Death Star is immune to Rebel assault.

Imperial Forces Mission—Assassination

If the existence of certain Rebel characters worries you and you don't want the Rebels to get a chance to rescue characters you abduct, try assassination. Although you cannot kill some target characters, a successful assassination attempt either will eliminate the Rebel character, or will wound the character so he or she will be unable to perform missions for a long time.

You must first locate the target character before you can attempt an assassination. A successful mission hinges mostly on the character's or unit's combat ability. The size and strength of the Rebel garrison and defense also will come into play; the larger and stronger the system, the more difficult it is to infiltrate and assassinate a character.

Note

KEEP YOUR EYES OPEN FOR POWERFUL ALLIANCE CHARACTERS CONDUCTING MISSIONS ON LIGHTLY HELD OR NEUTRAL SYSTEMS. AN ASSASSINATION ATTEMPT ON PRINCESS LEIA AS SHE TRIES A DIPLOMATIC MISSION ON A NEUTRAL SYSTEM CAN WOUND HER AND SET BACK THE REBEL ALLIANCE.

Note

YOU CAN'T KILL MON MOTHMA, LUKE SKYWALKER, HAN SOLO, OR LEIA ORGANA, BUT YOU CAN TRY ASSASSINATION TO INJURE THEM AND INTERFERE WITH THEIR MISSIONS. THOUGH THE ALLIANCE CANNOT DO ASSASSINATION MISSIONS, DARTH VADER AND EMPEROR PALPATINE CANNOT BE KILLED, ONLY INJURED.

Obviously, an assassinated character can't be rescued. Assassination is extremely useful for limiting the Alliance, should you assassinate or wound all its characters who are able to design new troops, facilities, or ships. Note: You cannot kill Leia, only wound her. Likewise, Rebel diplomats and researchers are impossible to replace; taking them out leaves a large hole in Alliance strategy.

Character Management

Throughout the game, you'll spend a lot of time dealing with your characters. Because these people allow you to perform many specialized actions, taking care and keeping track of them is crucial. Forgetting a character with a useful skill or stationing someone in a sector where he or she isn't needed is a waste of abilities. You must keep on top of what your people are doing, where they're going, what their abilities are, and where they're stationed to keep them moving and producing results for you.



Fig. 5-8. Your online encyclopedia provides briefings on all Star Wars Rebellion characters.

Moving Characters

A character, much like a military unit, is assigned to a particular system or fleet which becomes his or her base of operations. The character leaves from there to conduct a mission, and generally returns there after completing it. Newly recruited characters are stationed on the system they were recruited from.

To achieve your goals using your characters, you must move them often from system to system, stationing them at new systems. This becomes increasingly important as the game progresses, and as you take over more systems in both the Galactic Core and the Outer Rim Territories. As with your main production buildings, ideally you want a variety of characters available for missions in every sector where you control a system. This way, as opportunities present themselves, your character is already there to perform diplomatic missions, run espionage, recruit new characters, subdue or incite uprisings, and more; you needn't wait for that character to travel for weeks through hyperspace to reach the new sector.

When moving a character to a new sector, double-check who's stationed at your systems in that sector already. Remember, you want a *variety* of characters, with a number of abilities, so your side can react to any situation. A sector rich in diplomatic characters doesn't need another diplomat. A good leader, or someone with strong espionage or combat skills, will be far more important in that sector.

You can achieve some character movement through successful missions. Successful

Tip

WHEN YOU RECRUIT CHARACTERS WITH TROOP TRAINING, SHIP DESIGN, OR FACILITY DESIGN RESEARCH SKILL, MOVE THEM IMMEDIATELY TO A SYSTEM WITH THE REQUIRED FACILITIES AND GET THEM WORKING ON RESEARCH PROJECTS.

recruitment keeps both the recruiting character and the new character on the system in question. Success in diplomacy and in subduing uprisings also changes the home system of the character conducting the mission to the new system.

Promoting Characters

As characters perform your missions, you may want to give them more authority or change their roles within your organization. In these situations, you can promote your characters to several ranks. Each brings particular abilities with it. All three ranks listed below, combined with a character's espionage rating, improve your chances for finding and stopping enemy missions on your systems or against your fleets. Naturally, every powerful system and fleet should have at least one character of command rank.

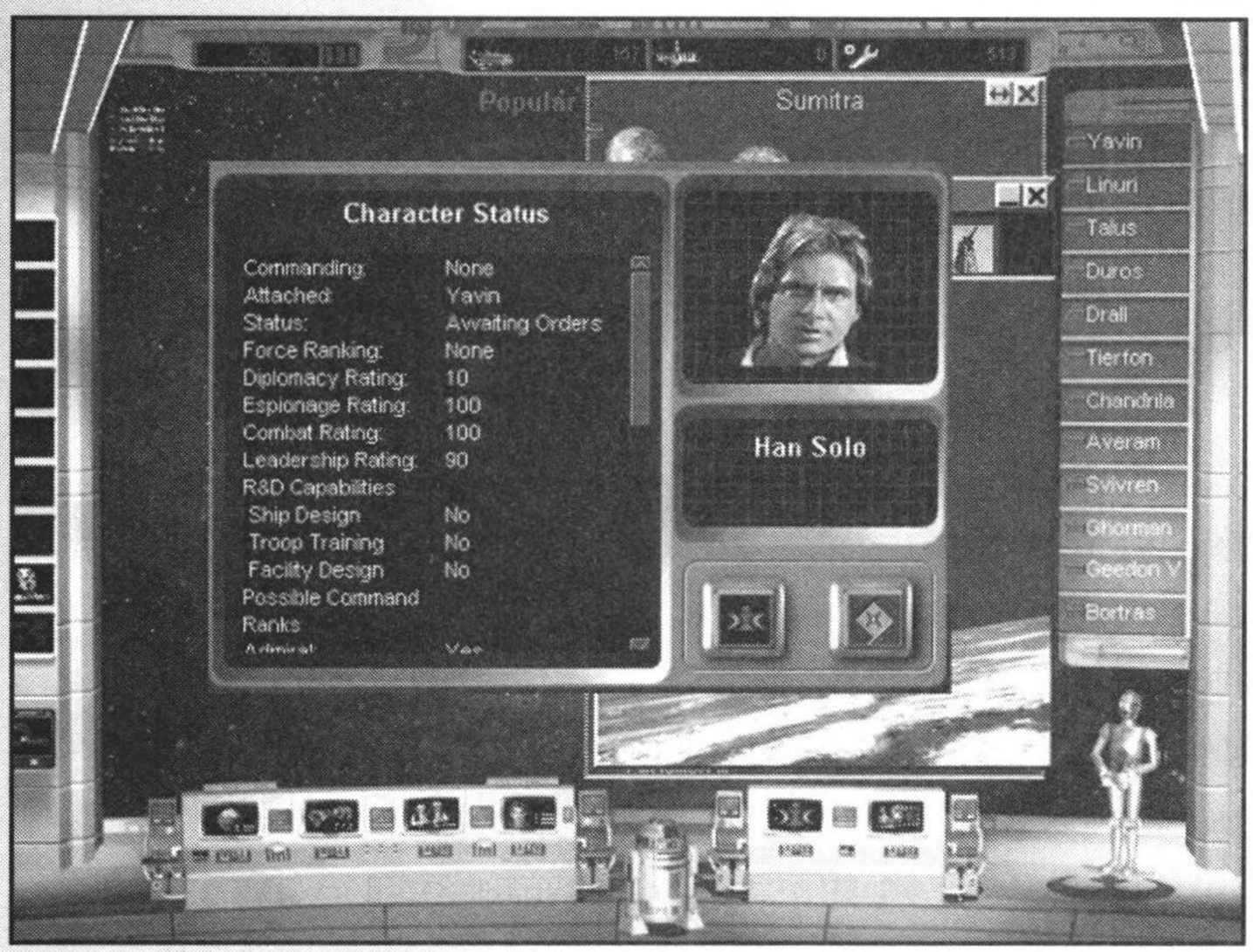


Fig. 5-9. Checking on a character's status helps you determine which missions are most appropriate for him or her and what promotions may be in line.

Admiral

Characters with the rank of admiral can command fleets. Any fleet that includes an admiral will react more quickly to enemy fleets in battle. An admiral also allows for greater effect from systemary bombardment against enemy systems. Once you've recruited enough characters, try to station at least one admiral with every major battle fleet.

> **Tip**
>
> NOT EVERY CHARACTER CAN JOIN THESE RANKS. MON MOTHMA, WHO HAS LITTLE IN THE WAY OF COMBAT OR ESPIONAGE SKILL, CANNOT BE MADE A GENERAL. USE A CHARACTER'S COMBAT RATING TO DETERMINE WHETHER YOU CAN PROMOTE. BECAUSE ADMIRALS, GENERALS, AND COMMANDERS OFTEN WILL BE STATIONED ON YOUR FLEETS, GIVE THESE RANKS AND POSITIONS TO CHARACTERS YOU CAN AFFORD TO PLACE WHERE THEY WON'T BE RUNNING MISSIONS.

General

The rank of general provides a character with additional abilities for commanding ground troops. Generals are also crucial for detecting missions against systems they are attached to. Station a general on a system with troops and it will be difficult for the enemy to run missions against the system. The bonus accrues to both attack and defense, and adds to the effect of laser batteries on a system's surface. Each important system should have a general to better protect it from invasion. Imperial fleets on missions to conquer Rebel and neutral systems should take a general to lead the Empire's ground forces.

Commander

Characters given the rank of commander provide enhanced response time and ability when using one-man fighters in the tactical game. Under a commander, your fighters will attack more effectively and will suffer fewer losses.

Chapter 6
Diplomacy

The Importance of Diplomacy

ALL THE CHARACTER AND SPECIAL FORCES MISSIONS ARE IMPORTANT TO YOUR OVERALL EFFORT, BUT DIPLOMACY IS CONSEQUENTIAL ENOUGH TO REQUIRE MORE OF YOUR ATTENTION. REGARDLESS OF WHETHER YOU PLAY AS THE EMPIRE OR THE ALLIANCE, YOU'LL FIND THAT MANY OF YOUR CHARACTERS PERFORM DIPLOMATIC MISSIONS ALMOST EXCLUSIVELY. IT'S ALWAYS EASIER FOR BOTH SIDES TO TAKE A SYSTEM THROUGH DIPLOMACY RATHER THAN FORCE.

DIPLOMACY SEEMS MORE IN KEEPING WITH THE PHILOSOPHY OF THE REBEL ALLIANCE. IMPERIAL "DIPLOMACY," FOR THE MOST PART, CONSISTS OF AN IRON BOOT ON THE THROAT OF ANY SYSTEM THAT DARES TO OPPOSE PALPATINE. THE REBEL ALLIANCE, WITH ITS SWORN IDEALS OF FREEDOM FOR ALL AND PEACE AFTER THE EMPIRE'S FALL, IS VERY COMFORTABLE SITTING AT THE NEGOTIATION TABLE AND MAKING CONCESSIONS TO NEUTRAL SYSTEMS. HOWEVER, THE EMPIRE MUST OFTEN PUT DOWN ITS BLASTERS AND DEAL WITH A POTENTIAL SOURCE OF RAW AND REFINED MATERIALS ON EQUAL DIPLOMATIC TERMS.

Diplomacy's main benefit is its low risk to the characters engaged in the mission. Should something unfortunate happen, you lose only the time and effort it took to run the missions. At best, you can "conquer" a system without bloodshed, preventing the need for a significant garrison and the production of new military units to hold the system. A system joins your side because it wants to, not because it has to. "You can catch more flies with honey than with vinegar" is diplomacy in a nutshell.

Diplomacy has two main uses. First, competent diplomats can use their talents to bring neutral systems into either the Imperial forces or Alliance fold, giving you access to their facilitys and permitting you to create new facilities and units for your infrastructure and defense. Diplomacy also is useful for continuing to influence the system's population, cementing your hold on the system. Uprisings become either more likely (in the event of Imperial attack) for the Rebel player, or less likely for the Imperial forces player.



Fig. 6-1. Jerjerrod is a real boon to the Empire. Not only does the Empire begin with his services, but he is a fairly handy diplomat, leaving Darth Vader and Emperor Palpatine free to recruit other characters.

The importance of diplomatic missions to both sides should be obvious. The Rebels are as able as the Empire to take systems over by force. Both sides suffer side effects or a takeover by force. Loyalty of the other systems in the sector will shift away from the attacker. Diplomacy allows either side to expand without tying up troops it needs elsewhere.

For both sides, diplomacy is a good weapon in their arsenals of conquest. Diplomacy offers another avenue of attack for grabbing the services of systems that are particularly well built up. Note: Diplomancy is good for both sides, not just the Rebels. If a side can capture a system with good existing defenses and infrastructure without using troops and ships, the sides can keep those defenses and facilities in place without risking their destruction by bombardment and assault. This saves time and effort, not to mention raw material, all of which the side can funnel into producing bigger and better ships instead of mines and refineries.

Using Diplomacy to Sway Systems

The main use of diplomacy and the only objective of the diplomatic mission is to change opinions on the target system. Your diplomatic missions will attempt either to convert neutral systems or bolster support on systems you already control.

Converting Neutral Systems

Sending a diplomatic mission to a neutral system is simplicity itself. Simply choose the person or people you wish to handle the mission and send them to the system you wish to convert. Diplomacy is impossible on enemy-controlled systems.

Before sending your diplomatically inclined characters to convert a new system, you must do a little research. Check out what the neutral systems you're investigating have to offer. Particularly at the Galactic Core, many neutral systems already have a significant infrastructure in place. Your diplomatic missions should concentrate on swaying systems that can add the most to your side in terms of mines, refineries, and especially facilities like construction yards. Systems with a good number of these facilities are systems you needn't build up with your construction yards, freeing you to concentrate on other areas.

Tip

WHEN MOVING TO A NEW SECTOR, BRING A DIPLOMAT WITH YOU. THIS WILL SAVE TIME IN STARTING DIPLOMATIC MISSIONS, AND WILL BRING THE NEUTRAL SYSTEMS IN THE SECTOR INTO LINE MORE QUICKLY.

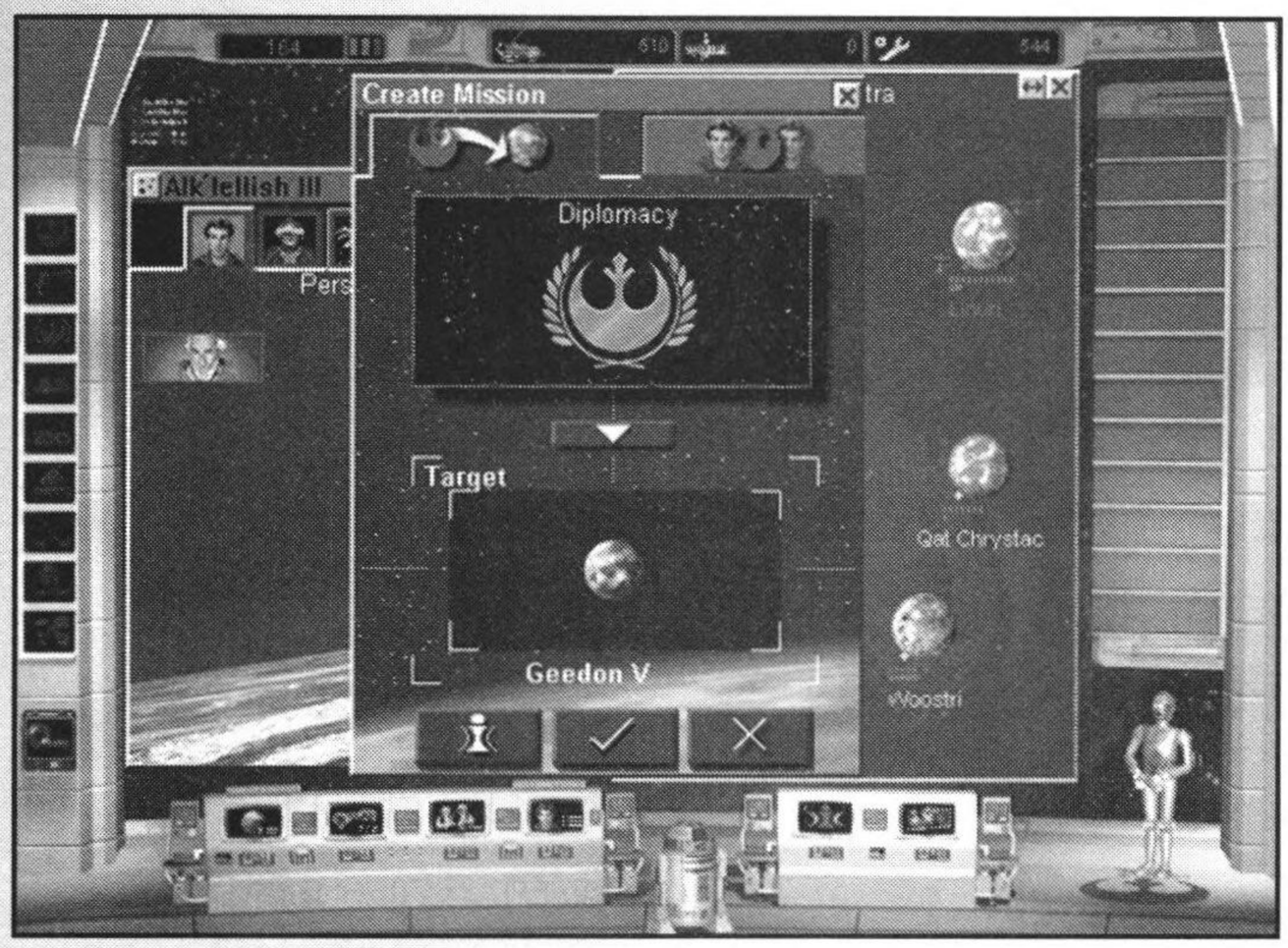


Fig. 6-2. Jan Dodonna is sent to Geedon V in hopes of bringing the neutral system, and its refineries, into the Rebel fold.

Of course, the same Core systems that are desirable to you are desirable to your enemy. Whether your opponent goes after them militarily or diplomatically, these systems will be highly prized, and you must compete for them. There's always the risk of a system falling into enemy hands

while your diplomats are engaged in discussions, although it's unlikely your characters will be captured should the system change to your enemy's side. However, because these systems are so desirable, you should send your best diplomats to systems critical to your expansion.

Once a system is swayed to your cause, the population will support you, but just barely. This is when the second major use for diplomacy becomes important—bolstering support on the system.

Cementing Ties on Held Systems

As galactic circumstances change, so too do those on its systems. As you conduct military missions and fight to control systems, and as your enemy tries to influence the populace on the systems you possess, your support will increase or decrease continually.

The only way to keep on top of your systems' changing moods is to start or continue diplomatic missions on them. These missions are virtually risk-free, because your characters stay on systems you already possess. At the same time, the potential payoff is much less. Success won't give you a new system and new resources. It only cements your hold on the system in question.

Tip

TO INFLUENCE VERY IMPORTANT SYSTEMS, SEND A TEAM OF DIPLOMATS. OR SEND SEVERAL DIPLOMATS ON DIFFERENT MISSIONS FOR A CONTINUING CHANCE AT GAINING APPROVAL. SENDING A TEAM ON A SINGLE MISSION OFFERS A BETTER CHANCE OF A SIGNIFICANT GAIN IN OPINION, BUT ONE MISSION CAN BE EASILY FOILED OR HAVE POOR RESULTS. RUNNING SEVERAL MISSIONS AT A TIME ON THE SAME SYSTEM OFFERS A BETTER CHANCE OF HAVING ONE OF THE MISSIONS SUCCEED REGARDLESS OF THE RESULTS OF THE OTHER MISSIONS.



Fig. 6-3. New Rebel recruit Drayson works to solidify Rebel sympathies on Balmorra. As he does so, Balmorra will require a smaller garrison and will be easier to foster uprisings on should the Empire invade.

Nevertheless, these missions are important. Systems just converted to your cause are still at the borderline of support. Any action you take in that sector that could cause negative feelings toward your side could well force that system to return to neutrality. Systems on such a borderline are easy to sway for uprising. Note: Strategies are the same for both sides.

This sort of diplomatic mission is critical for systems held by force. You'll have to send large garrisons to these systems to keep them productive, or the population will revolt even without incitement. Diplomacy can assure your side support while the garrison maintains the peace; as support for your side increases, you can reduce the garrison's size. You can send the surplus troops to garrison other systems or to harass the enemy.

For both the Rebel Alliance and the Empire, swaying support. A system taken diplomatically will support your cause with about 60

Tip

THE BEST TIME TO INCREASE SUPPORT IS IMMEDIATELY AFTER YOU TAKE A SYSTEM. IF YOU TAKE A SYSTEM DIPLOMATICALLY, KEEP THE MISSION RUNNING A FEW MORE TIMES TO INCREASE SUPPORT. FOR MILITARY TAKEOVERS, HAVE THE FLEET BRING A DIPLOMAT AND PUT THE CHARACTER IN A POSITION TO START SWAYING OPINION AS SOON AS THE SHOOTING STOPS.

percent of its population. For security reasons, you'd like to have that number closer to 75 or 80 percent. One hundred percent acceptance is nice because it makes it that much more unlikely for loyalty to drop and requires zero garrison units. The more loyal a system is to you, the easier it is to increase loyalty.

Uprisings

Uprisings are a part of Star Wars Rebellion, whether for or against your side. Whether you send teams of characters and Special Forces to incite revolt on an enemy system or must send in powerful leaders to crush uprisings, these events play an important part in the game. While not precisely diplomacy, both inciting uprisings and subduing them affect popular opinion on the system, so both are extensions of the basic diplomatic mission.

Fostering Dissent

Nothing strikes at the enemy's infrastructure like burrowing from within. Military operations are potentially costly because they put your troops at risk and, for the Alliance, can reduce support throughout the sector. A better way to strike at the heart of your enemy's production is to inspire the systems he or she holds to throw off the yoke of oppression themselves. To do this, you must incite an uprising.



FOR THE ALLIANCE, HAN SOLO IS A GREAT CHOICE FOR INCITING UPRISING. HE HAS GOOD LEADERSHIP QUALITIES AND EXCELLENT ESPIONAGE SKILLS. BOTH SCREED AND ZUGGS ARE DECENT CHOICES FOR THE EMPIRE.

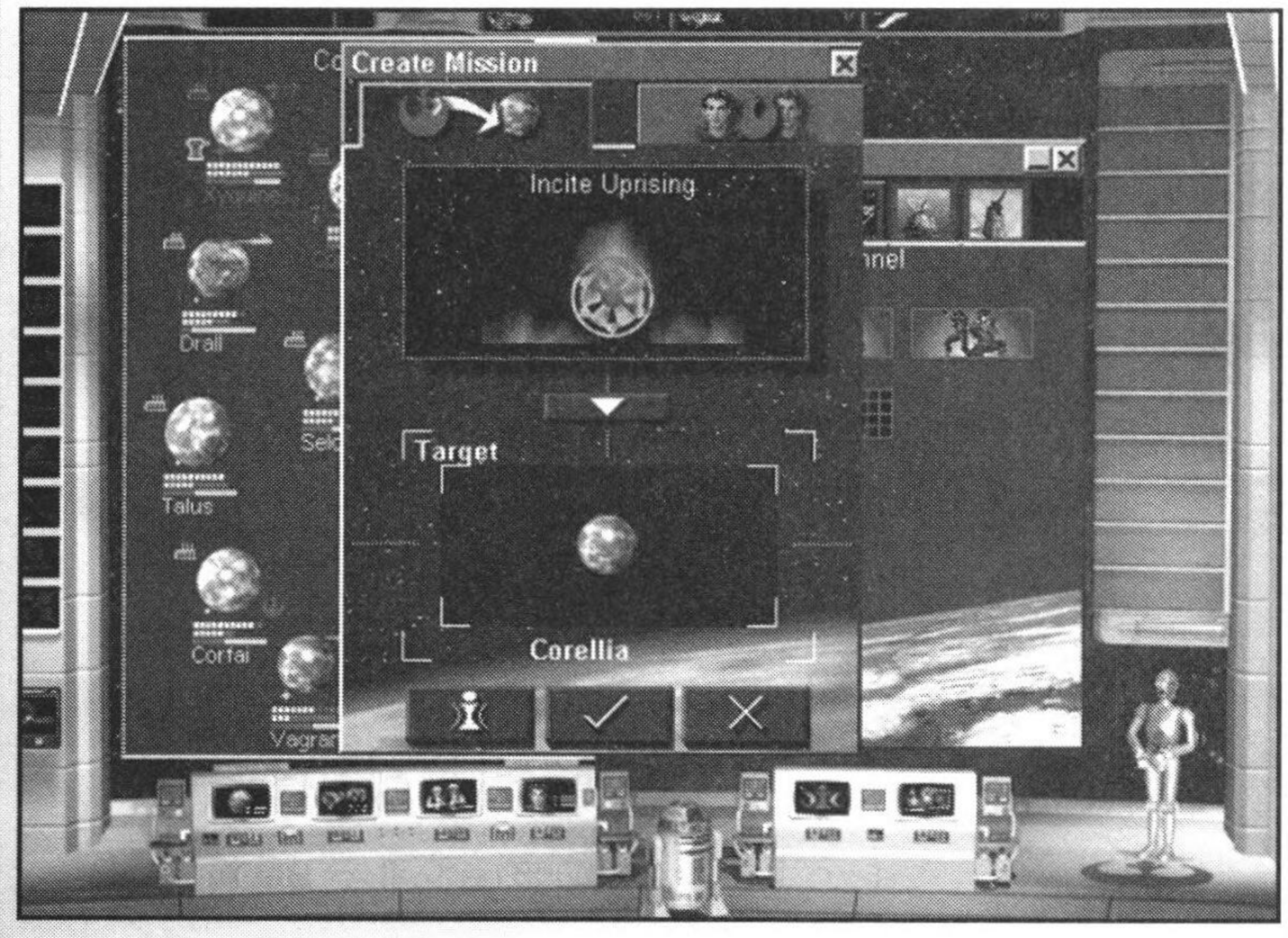


Fig. 6-4. A pair of Rebel guerrilla teams is sent to Corellia to attempt to incite an uprising on the Imperial system. Although the Empire has a number of troops there, popular opinion on the system is strongly in favor of the Alliance.

These missions are incredibly risky and difficult. Systems held by force tend to have huge garrisons of troops maintaining them, reducing your chances of getting in and convincing the population of the wisdom in mutiny. Even if your agents manage to get to the system in question, they risk having the mission foiled and being captured.

Although your characters have a much better chance of inciting uprisings than your Special Forces, in all but the most ideal circumstances you should send these military units to inflame the enemy populations; the risks are too great for all but those with excellent leadership skills. Good espionage skills help, as well, because this can allow your characters to better infiltrate enemy defenses.

An uprising in progress is the perfect time to target the system for more missions. The garrison may be increasing in size, but popular support is in your favor, making infiltration easier. Chances for successful sabotage and abduction missions appear to improve slightly in these situations, as well.

Abduction of the character attempting to put down the uprising is certainly a worthwhile goal. And, as troops are diverted to this system for the garrison, your enemy may become more exposed and vulnerable on other systems. Keep your espionage ring working as uprisings occur and watch for any instance of weakness you can exploit.

Quelling Uprisings

At times, your work in starting an uprising will be done for you. No one likes to be invaded, so military actions against a system will always sway the population against the invading side. In general, because the Empire uses military force more than the Rebel Alliance does, this means some populations will favor the Alliance on Imperial-controlled systems. If the Rebels have used force, some populations will favor the Empire. Takeovers of neutral systems using only a couple of units provoke immediate uprisings: Popular opinion, combined with the small garrison, is enough to incite an uprising automatically. And, again, you can foster uprisings using characters or Special Forces.

You must put down uprisings immediately. If they continue too long they increase chances of enemy takeover, costing you your garrisons, the facilities, and the raw and refined materials the system produces while improving your opponent's position. You must not let this happen.

You can put down uprisings in two ways. The simplest is to station additional troops on the system. A system in revolt requires a garrison double the normal size to keep the peace, and this can mean a dozen or more units. This is expensive, but it works, and takes only the production time for the units and the time to move them to the new system. Because diplomacy is impossible on a system in revolt, this can calm things enough to get a diplomat into position to improve relations.

The other method of quelling an uprising is with the subdue uprising mission. Here, your characters and units go to the system and, using a variety of means, stamp out insurrection and increase popular support. Success is far less certain than for increasing garrison size, but this method has the benefit of being much less expensive and makes your hold on the system more secure as you bring the population into line by choice rather than by force.

Of course, the best way to put down an uprising combines these tactics. As your characters try to placate the population and stamp out resistance, you can enlarge the garrison there. When the need for the garrison declines, your garrison will build slowly to bring the system in line.

Tip

TO PREVENT REVOLTS ON NEWLY CONQUERED SYSTEMS, SEND HUGE FORCES AGAINST THE SYSTEMS YOU INVADE. THE TROOPS YOU DON'T NEED FOR A PEACE-KEEPING GARRISON CAN RETURN TO THE FLEET FOR YOUR NEXT CONQUEST.

Tip

IF POSSIBLE, SEND CHARACTERS WITH GOOD DIPLOMATIC SKILLS ON SUBDUE UPRISING MISSIONS. WHEN THE REVOLT ENDS, THIS CHARACTER WILL BE IN A POSITION TO RUN DIPLOMATIC MISSIONS THERE TO SOLIDIFY SUPPORT.

Diplomacy





Chapter 7
Acquiring and Developing New Systems

Acquiring New Systems

LIKE IT OR NOT, YOU MUST DEVELOP NEW SYSTEMS TO CREATE ENOUGH MATÉRIEL FOR A POWERFUL WAR MACHINE. THERE ARE A NUMBER OF WAYS TO GAIN NEW SYSTEMS. YOU CAN TAKE SYSTEMS FROM YOUR ENEMY VIA UPRISINGS OR BY MILITARY ACTION. YOU CAN ACQUIRE NEUTRAL SYSTEMS MILITARILY OR THROUGH THE JUDICIOUS USE OF DIPLOMACY. FINALLY, CONTROLLING SYSTEMS WITH NO INHABITANTS REQUIRES ONLY THAT YOU GARRISON THEM. REGARDLESS OF THE METHOD YOU PREFER, IT'S AN ASPECT OF STAR WARS REBELLION YOU MUST DEAL WITH ALMOST CONSTANTLY.

BECAUSE STAR WARS REBELLION STRESSES THE LONG TERM OVER THE SHORT, YOUR INFRASTRUCTURE IS ALL-IMPORTANT TO DEVELOPING AND MAINTAINING AN EDGE. GAMES OF STAR WARS REBELLION OFTEN BECOME CONTESTS OF ATTRITION, WHERE THE SIDE ABLE TO PRODUCE FASTER WINS SIMPLY BY GRINDING HIS OR HER OPPONENT INTO THE GROUND. THIS ALONE SHOULD BE SUFFICIENT REASON TO MAKE ACQUIRING NEW SYSTEMS A HIGH PRIORITY. NEW SYSTEMS ALLOW FOR MORE PRODUCTION AND MORE POTENTIAL SITES FOR SHIPYARDS AND TRAINING CENTERS.

A secondary reason to acquire systems is to keep them from your opponent. As the Empire, taking over another system keeps the Rebels from claiming it. Often, you can overturn days of Rebel efforts at diplomacy with a swift military strike, keeping a system firmly in control that otherwise would have turned against the Empire. For the Rebels, each new system represents another possible location for their headquarters, another system the Empire must search for. Maintaining a steady pace of acquiring systems is instrumental to your ultimate goal of overturning the Empire or crushing the Rebel Alliance.

Tip

IT'S BEEN SAID BEFORE, BUT IT BEARS REPEATING—DON'T CLAIM SYSTEMS OR TAKE THEM OVER SIMPLY FOR THE SAKE OF ACQUIRING ANOTHER SYSTEM. THE SYSTEMS YOU CHOOSE TO CLAIM MUST HAVE SOMETHING VALUABLE IN PLACE OR POTENTIALLY. TOO MUCH HAPPENS IN STAR WARS REBELLION TO SPEND TIME WORKING ON SYSTEMS WITH LITTLE TO OFFER. GO AFTER SYSTEMS THAT CAN MAKE YOU STRONGER OR MORE EFFICIENT, NOT LESS SO.

Acquiring Systems By Force

In general, either side seeks to avoid using force to take over systems, except for those systems already in enemy hands. Even then, the player must use extreme caution in exhibiting military force. Attacking other systems, either from orbit or using ground-force assault, will damage a side's reputation across the sector. One unwise attack, even on an enemy-held system, can turn neutral systems to the enemy across the entire sector.

Either side should have no such qualms about flexing a little muscle. Meeting a system's garrioson requirements keeps control of the system. There's a real penalty for constant military action, however, loyalty shifts away from your side. Depending on the kind of system it is, there are

optimal methods for taking a system over. If a system is neutral, it's easier and safer taking it through diplomacy. For enemy systems, find out if a system would be easy to assault (It will have few defenses and few troops). Assault the planet if you are likely to succeed. Try inciting an uprising if a system has few troops, no characters and the loyalty is somewhat in your favor. If an enemy-controlled system is loyal to your side, try sabotaging enemy regiments to reduce enemy troops below six trooper regiments, which will start an uprising.

Tip

EVEN RETALIATORY STRIKES BY THE REBEL ALLIANCE CAN HAVE DIRE CONSEQUENCES ON THEIR DIPLOMATIC AIMS IN A SECTOR. AS MUCH AS POSSIBLE, THE REBEL ALLIANCE SHOULD LIMIT ITS MILITARY ACTIONS TO DESTROYING INFERIOR IMPERIAL FLEETS AND BLOCKADING EMPIRE-HELD SYSTEMS.

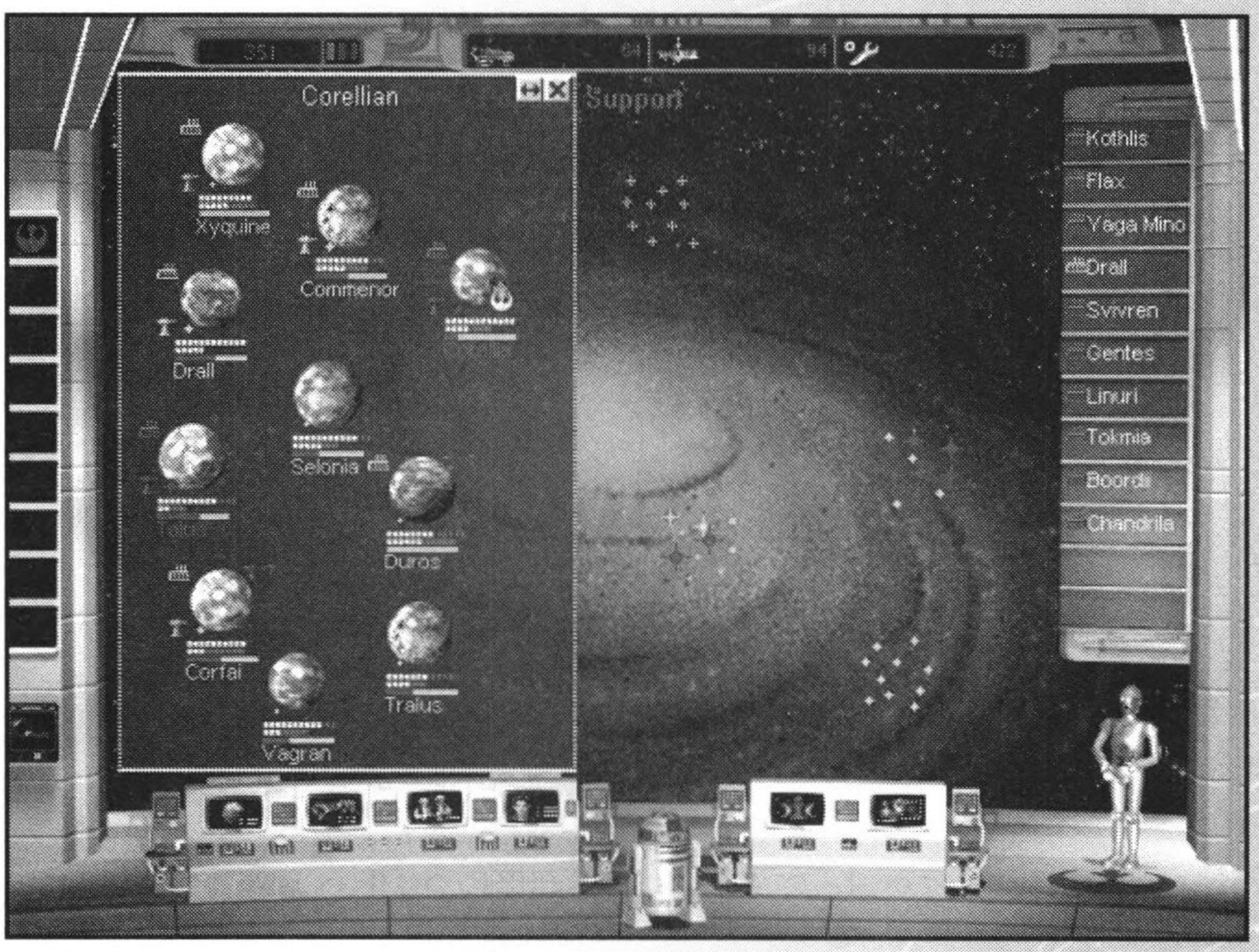


Fig. 7-1. The Rebels have conquered Corellia and destroyed the military force on Duro, but at great cost. The formerly neutral systems of Selonia, Vagran, and Tralus now side with the Empire thanks mainly to the Rebel Alliance's aggression. Note that Corellia is currently in a state of uprising.

Advantages of Force

The single greatest advantage to taking over a system by force rather than with diplomacy is that the results are nearly instantaneous. A successful attack brings the new system in line immediately, forcing its cooperation with the rest of the systems you hold. On systems taken from enemy troops, the loss to the other side is instantaneous as well—another significant advantage.

Using force to conquer systems does have negative effects. Any systemary invasion turns a population against its invaders, naturally. The result is a drop in loyalty on the system, and it can be spread sector-wide. For instance Imperial military aggression won't affect the populations on a sector's other systems. However, when the Empire sends troops to conquer a system, the sympathies of that system's population will shift in favor of the Rebel Alliance. Depending on the overall status of opinion, this can cause an uprising on that system.



Fig. 7-2. The Empire, having just taken over Chandrila, faces an uprising there. It must take quick and concerted action to keep this system from reverting to the Rebel side. Successful missions here not only will end the uprising, but will increase Imperial support on this sytem.

Stop Uprisings!

Potential uprisings are the greatest drawback to using military action to conquer systems. Virtually any system taken from the enemy will revolt under a new government, whether Rebel or Imperial, unless you take over a planet using at least six troops. Then it will never go into uprising. The notable exception to this is enemy-held systems with a majority of enemy supporters. Even on these systems, military action will force opinion toward the invader. Taking over a system strongly sympathetic to the opposition virtually guarantees you'll face putting down an uprising if you have less than the garrison requirements. Don't try taking over a planet unless you can meet or exceed the garrison requirements.

The importance of stopping an uprising is two-fold. First, and most important, a system whose populace is in revolt is a system unable to use its existing facilities. Mines will cease producing raw materials, refineries will stop functioning, and you won't even be able to access the menus to build ships, troops, or facilities should the system have the facilities in place. Only quelling the uprising will start the system producing again.

Also important is that uprisings, if left unchecked for too long, can cause control of the system to revert to your opponent. Never allow this to happen. If you can't stamp out an uprising, it's better to strip the system of everything useful before it becomes enemy property.

Fortunately for the Empire, it has a number of characters who are more than capable of quelling uprisings. The Rebel Alliance has such characters, as well, but the Empire is more equipped to deal with a population in revolt (no doubt because the Empire experiences revolt far more often than the Rebel Alliance does).

Note

CHAPTER 5 PROVIDES DETAILS ON PUTTING DOWN UPRISINGS USING CHARACTER-LED MISSIONS.



Fig. 7-3. Quelling an uprising allows you to access a system's facilities again. The Empire doesn't—and shouldn't—take uprisings lightly.

Military Conquest

The following chapter covers more thoroughly the nuts and bolts of actually moving in, bombarding, and invading a system. But a couple of ideas bear stating here. When planning the military conquest of either enemy-held or neutral systems, get as much of an idea as you can for what the entire sector holds, and formulate an agenda. If, for instance, there's only one orbital shipyard on the neutral and enemy-held systems in a sector, taking that system next forces your opponent to build a new shipyard.

In short, your military conquests should do more than simply add a system to your list of systems and sometimes take one from your opponent. Again, you acquire systems that offer you something, either existing or potential infrastructures. Uninhabited systems are good for building clusters of one type of facility. This holds true even for taking over enemy systems. Take every enemy system you can. Determining which enemy-held systems require a quick strike is as important as being able to conduct it. Snatch enemy systems that not only contribute to your efforts and holdings, but whose loss will cripple your opponent. Both sides should do this as often as is feasible.

Military Conquest: Neutral Systems

The military conquest of neutral systems differs only slightly from the occupation of systems held by enemy forces. First, claiming such a system has no effect on your opponent's infrastructure, although it certainly may change enemy plans in a particular sector. The second, and more significant, difference between taking enemy-held and neutral systems is that most neutral systems will be easier conquests for your military machine.

Although there's no hard and fast rule for determining what a given system might hold, chances are good that neutral systems will have fewer shields, fewer defensive batteries, and no troops compared with similar enemy-held systems. Plus, neutral systems have no defensive fighters, making your conquest that much easier.

Again, military conquests like this are far more in keeping with Imperial philosophy. Where crushing systemary defenses would wreak havoc with the Rebel image, doing so actually enhances Imperial status.

Acquiring Systems by Diplomacy

Diplomacy is the least costly way for either side to acquire a system. The calm and collected method of discussing differences and swaying neutral peoples through diplomacy is far easier than building and maintaining the ships and troops necessary to take systems by force.

Like taking systems by force, using diplomacy has significant pros and cons. Its primary benefit is that every successful diplomatic mission not only helps sway a system to your side, it renders a larger percentage of

that system's populace sympathetic. This offers numerous benefits. First, it makes the system easier to control in the face of actions that might shift loyalties toward the other faction.

Instigating Uprisings

The larger the percentage of a system's population that agrees with your ideals, the greater your chance of instigating an uprising should the enemy take over that system. This is critically important for the Rebel Alliance, because many Rebel systems, particularly those in the Galactic Core, will fall to the Empire's military sway.

Just as critical, having a larger percentage of the population agreeing with you makes it that much harder for the enemy to instigate an uprising. If fewer people agree with the enemy, enemy agents sent to agitate will have a much harder time finding people to rebel. This is useful for both sides. Increasing the loyalty of systems only helps your cause.

Drawbacks to Diplomacy

Although diplomatic actions do offer some benefits for the Empire, they're mainly a tool of the Rebel Alliance. Again, the Rebel player simply has more characters capable of succeeding diplomatically. This is especially true in the galaxy's outer sectors, because the Rebels generally will find these systems first.

Note

CHAPTERS 5 AND 6 PROVIDE ADDITIONAL INFORMATION ABOUT SENDING CHARACTERS ON DIPLOMATIC MISSIONS.



Fig. 7-4. Here, the Rebels have made a bloodless conquest. Pzob, thanks to the diplomatic success of Mon Mothma, has joined the Rebel cause. Its orbital shipyard will be a major asset in pursuing the Rebel Alliance's plans for this part of the galaxy.

Of course, there also can be serious drawbacks to taking the diplomatic route. Foremost is that successful diplomacy takes a significant amount of time. Although many neutral systems will respond positively to peaceful methods of conquest, people tend to respond more quickly to threats than to kind words.

Your Enemy May Also Attempt Diplomacy

Another problem is that diplomacy works two ways. Should you send a diplomat to a neutral system to talk over the benefits of joining your side, there's nothing stopping your enemy from attempting the same thing. Diplomacy has no guarantee of working. The side who believes this will be in for a nasty surprise when their diplomatic missions are sent packing by successful enemy diplomacy.

Tip

WHEN PLAYING AS THE EMPIRE, IT MAKES SENSE TO PLAN SOME DIPLOMATIC MISSIONS TO YOUR SYSTEMS THAT HAVE LOWER PERCENTAGES OF SYMPATHETIC POPULATIONS. THE INCREASE IN LOYALTY TO YOUR SIDE WILL HAVE SEVERAL EFFECTS. IN ADDITION TO THOSE ALREADY MENTIONED, YOU'LL BE ABLE TO REDUCE THE SIZE OF YOUR GARRISONS ON THOSE SYSTEMS, BECAUSE FEWER IMPERIAL TROOPS WILL BE NECESSARY TO KEEP THE PEACE.

The other drawback is that, although diplomacy works for both sides, the successful use of military force renders effective diplomacy impossible. An Empire-held system must either be conquered or revolt successfully to throw off the yoke of Palpatine and his stormtroopers. A system that sides with the Rebel Alliance must be invaded before it will turn to the Empire. A strong military incursion can overturn days of effort and successful diplomacy in minutes, rendering your time and effort wasted and possibly trapping your characters. Once the enemy holds a system, it becomes impossible to send in a diplomatic team to change the minds of that system's leaders.



Fig. 7-5. The Empire can take systems through diplomatic means as easily as the Alliance. Both Emperor Palpatine and Darth Vader have diplomatic skills that lend themselves to this sort of bloodless conquest. However, both generally are better used conducting other missions.

The Best Use for Diplomacy

To win the game, diplomacy is necessary for either side. It's a side's primary tool because of the way nearby systems react when the they use force for anything but defense. Diplomacy is less risky than force, and takes fewer resources when taking a planet. Since the Empire has fewer diplomats, make sure Imperial diplomats are always on missions to help offset the Alliance's diplomatic advantage. Diplomacy is also good for preventing revolt on systems it acquired by force.

Acquiring Uninhabited Systems

Nothing could be easier than claiming a system that has no population. To develop such systems, you must place a military garrison of some sort on the system in question. As long as a garrison stays in place, you can develop that system and make it a true asset.

However, just because acquiring new systems is easy doesn't mean it's a brainless task. Although it's certainly possible to send garrisoning troops from system to system and take over most or all of an entire sector, that doesn't mean it's the right thing to do. Each system you "colonize" should be the cream of the crop in terms of potential. Uninhabited systems fall into a broad range of potential for mines and energy use. Many will have the potential for only a couple of mines and a couple of facilities. Because each such system requires a garrison, it occupies a military unit. Ideally, you want a system that can hold a half-dozen mines and several other support facilities. But if you have the troops to do it, taking over less resource-rich systems is worthwhile. A mine and a refinery built on a new system provides you with 50 maintenance points, while the troops necessary to maintain the system cost 5-15 points.

Moving into New Sectors

An early and ongoing priority for the Rebel Alliance should be to move into the galaxy's unknown sectors and seek uninhabited systems. Because the Empire dominates the Galactic Core, the Rebel player must build power in the Outer Rim Territories. Therefore, the Rebel Alliance must send fleets to these sectors almost immediately at the start of a new game and keep these fleets moving until it's explored all the Rim Territories.

Note

WHILE IT WOULD BE CONVENIENT TO REROUTE THE BUILDING OF TRAINING CENTERS TO AN UNINHABITED SYSTEM, YOU CAN'T. THE ONLY WAY TO TAKE OVER AN UNOCCUPIED SYSTEM IS TO MOVE A FLEET INTO ORBIT AND MOVE TROOPS TO THE SYSTEM'S SURFACE.

This is true (to a degree) for the Empire, as well, simply because the Empire must move into the galaxy's outermost reaches to crush the Rebels. Plus, any good systems the Empire can claim and build up keeps those systems from the Rebel Alliance, limiting their potential strength.

Moving fleets into new sectors requires planning. Sending in a warship accomplishes little if it can't move garrisons onto systems or affect neutral systems. Both the Rebel Alliance and the Empire should send a good-sized fleet with several ground units to uninhabited systems that appear ripe for claiming. Because it takes so long for a fleet to reach a new sector, foresight is vital. Take at least two, and preferably four, units so you can overtake these systems quickly. This is especially important for the Empire, because it also can use these military units to take over neutral systems by force.

The Rebel Alliance should put at least one good diplomat on the fleet to negotiate with promising neutral systems. Grabbing a system with a construction yard, or even an orbital shipyard or training center, can accelerate development in the entire sector. For the same reason, the Empire

player should take either a diplomat or a character with strong leadership skills to quell uprisings on neutral systems it takes by force.

If possible, a fleet of several ships should go, as well. When this large fleet reaches the new sector, its ships can separate into smaller fleets and go to different unexplored systems, accelerating complete exploration. Several ships capable of carrying troops is even better; this way, each fleet in the sector can claim any good systems in the area when they come across them. After exploring the entire sector, you can merge these fleets again and send them to another unexplored sector to start the process all over again.

Developing New Sectors

Both the Empire and the Rebel Alliance must explore, claim, and develop new sectors if they have any hope of winning the coming conflict. However, their goals—and, in fact, what they seek in terms of systems—differ substantially. The Rebel Alliance seeks places to set up permanent homes—systems they can claim, develop, and keep in the face of Imperial aggression. The Empire, on the other hand, looks mostly for raw materials to fuel its war machine in the Core Systems.

New Rebel Sectors

The Rebel Alliance is looking for a few good systems. In short, the Rebel Alliance needs everything, and the systems they seek in the unexplored sectors fall into two broad categories. First, they need systems with tremendous potential for both mines and facilities. Second, they look for systems poor in mines, but rich in potential energy.

Many mines mean raw material. The Rebel Alliance should colonize these systems and place a couple of defensive facilities on them. The system's remaining potential should be spent on mines, refineries, or both. Because the Rebel Alliance usually starts with fewer mines and refineries, it

needs such facilities. The natural place to build them is on systems lacking a preexisting infrastructure—in short, uninhabited systems.

Uninhabited sectors are attractive to both sides for the raw material they might hold. Take over all the uninhabited systems that you can to build mines and other facilities to expand your infrastructure. The Core only can provide so many resources; you'll need to search the Rim for its uninhabited systems as well.

New Imperial Sectors

Just like the Alliance, the Empire has just one thing in mind when it comes to new sectors. Although having a couple of support facilities in every sector helps their cause, the Empire seeks mainly raw materials. The major prize for the Empire is a system capable of supporting a number of mines. The Empire usually has a larger infrastructure in place at the beginning of an easy difficulty game, and the systems at the Galactic Core, where the Empire concentrates its strength, often have shipyards, construction yards, and training centers in place, not to mention refineries. (On medium or hard difficulty games, the Empire doesn't necessarily have an advantage in its infrastructure.)

Because of this, the Imperial player looks to the outer sectors to exploit raw material and build ships and construction yards. The Empire should immediately claim any system with the potential for seven mines or more, and build it up to capacity with mines and refineries. If they lack defensive batteries, these systems may be vulnerable to Rebel fleets. But the additional raw and refined materials allow the Empire to build protective fleets for these systems and enable the Imperial player to garrison them with huge numbers of troops.

Tip

MINES AND REFINERIES WORK ON A GALACTIC SCALE. THE RATIO OF ALL MINES TO ALL REFINERIES YOU POSSESS IS WHAT COUNTS, NOT THE RATIO ON A SINGLE SYSTEM.

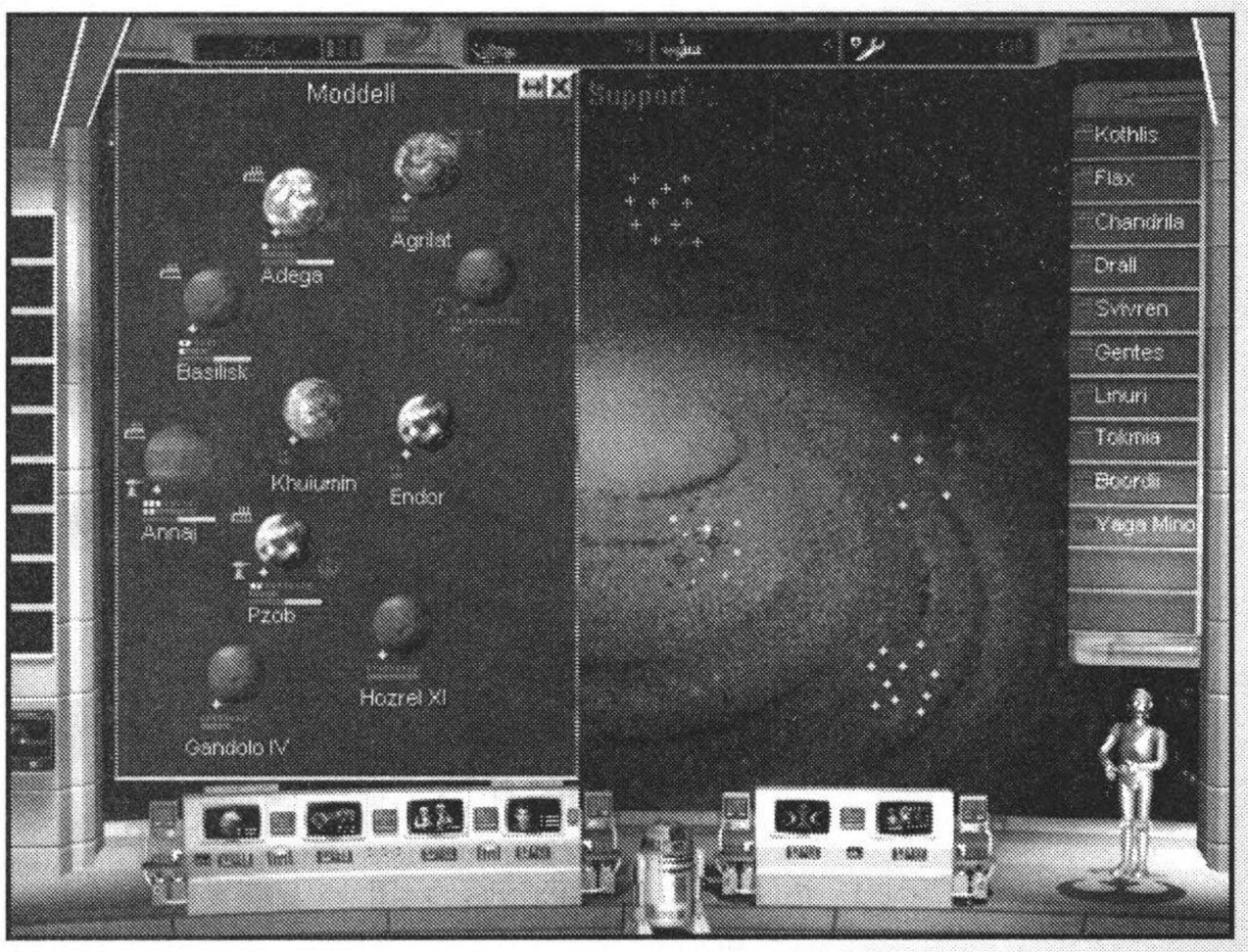
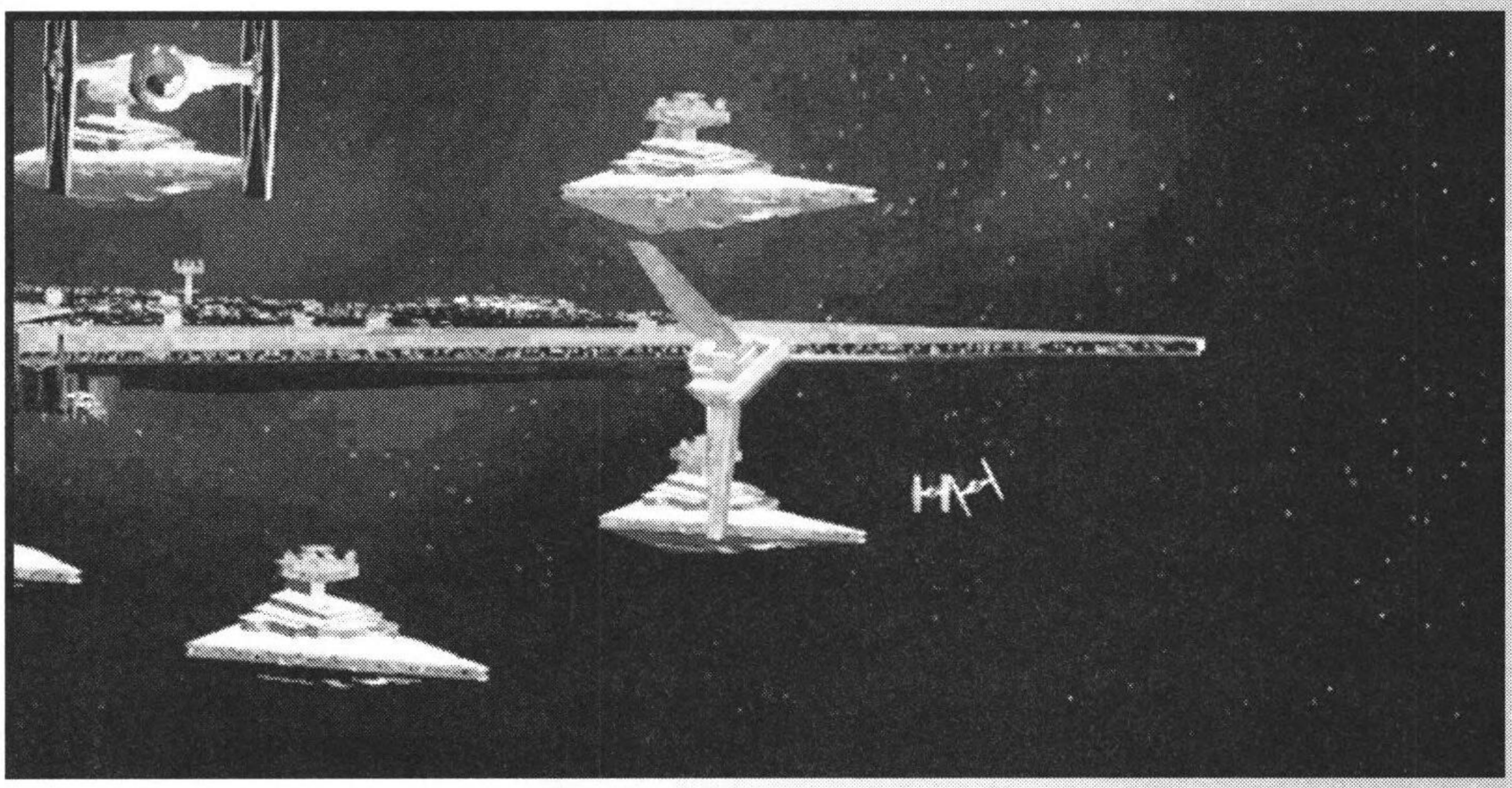


Fig. 7-6. The Rebel Alliance has begun colonizing the Moddell sector, moving a garrison of troops onto Vjun. At the earliest opportunity, they will build a construction yard there, fostering the growth of Rebel forces in this sector.

Note

TAKE A CLOSER LOOK AT FIGURE 7-6. NOTE THAT VJUN IS CAPABLE OF ONLY TWO MINES, BUT CAN SUPPORT UP TO 12 FACILITIES. EVEN IF IT BUILDS BOTH MINES, THE REBEL ALLIANCE CAN PLANT A CONSTRUCTION YARD, SEVERAL DEFENSIVE FACILITIES, A TRAINING CENTER, AND A NUMBER OF REFINERIES BEFORE IT EXHAUSTS VJUN'S POTENTIAL, MAKING IT A GOOD PLACE TO CLUSTER LIKE FACILITIES. VJUN IS LIKELY TO BECOME THE MAJOR CENTER OF OPERATIONS FOR THE REBEL ALLIANCE IN THIS SECTOR. HOZREL XI HAS EXCELLENT POTENTIAL AS A MINING CENTER, BECAUSE IT CAN SUPPORT NINE MINES.

Chapter 8
Ship-to-Ship and Planetary Combat



ALONG WITH MANAGING YOUR RESOURCES, STAR WARS REBELLION IS ALSO A GAME OF TACTICAL COMBAT. A BASIC UNDERSTANDING OF HOW TO CONDUCT YOURSELF IN BATTLE IS INVALUABLE FOR MEETING YOUR GOALS AND AT SOME POINT PROVES ESSENTIAL FOR CONQUERING YOUR ENEMY. TO WIN, YOU WILL WANT TO DISABLE YOUR ENEMY'S FLEETS AS MUCH AS POSSIBLE, AND THE ONLY WAY TO DO THIS IS TO TAKE THEM ON IN BATTLE. EACH SHIP HAS LOSS POINTS, SO DESTROYING ENEMY SHIPS CAN SWAY LOYALTY TOWARD YOUR SIDE AS WELL LEAVE THE ENEMY WITH FEWER VESSELS. TACTICAL BATTLES WILL BECOME MORE FREQUENT AS EACH SIDE DEVELOPS STRONG FLEETS WITH TIME.

AS A GENERAL RULE, THE EMPIRE STARTS OUT THE GAME WITH STRONGER SHIPS. AS THE GAME PROGRESSES AND THE ALLIANCE CONDUCTS SHIP RESEARCH, THE REBELS CAN CATCH UP AND ULTIMATELY EXCEED THE STRENGTH OF THE EMPIRE'S FLEETS. HOWEVER, THE REBELS HAVE SUPERIOR FIGHTERS FROM THE BEGINNING, SO IF THEY HAVE ENOUGH FIGHTERS, THE REBELS CAN GO UP AGAINST IMPERIAL CAPITAL SHIPS. EACH SIDE SHOULD DEVELOP STRONGER SHIPS AS IT IS ABLE THROUGHOUT THE GAME. STRONG FLEETS WILL ALLOW EITHER SIDE TO OVERCOME PLANETARY DEFENSES ON SYSTEMS AS WELL AS CONQUER ENEMY FLEETS IN BATTLE. EITHER SIDE CAN ACT AS THE AGGRESSOR IN A TACTICAL BATTLE, BUT THE WEAKER SIDE SHOULD PERHAPS THINK ABOUT A RETREAT RATHER THAN A FIGHT DURING MISMATCHES.

Ship-to-Ship Combat

Fight or Flight?

Should you retreat or stick around for battle? Early in the game, most combat ends with one side retreating, usually the Alliance, before the battle even starts. Later, fleets are more likely to be evenly matched and tactical battles become more necessary. Reasons to stay and fight: First, when the two sides are evenly matched (or nearly so) luck, skill, and capable leaders onboard ships in both fleets will determine more of the outcome than ship strength. Second, when you're outnumbered and choose to fight, your opponent will show no qualms about running if you outnumber him or her or if his or her fleet will undoubtedly take a lot of damage in the attack. Also, you must fight if a CC-7700 is present; its gravity wells prevent an enemy retreat.

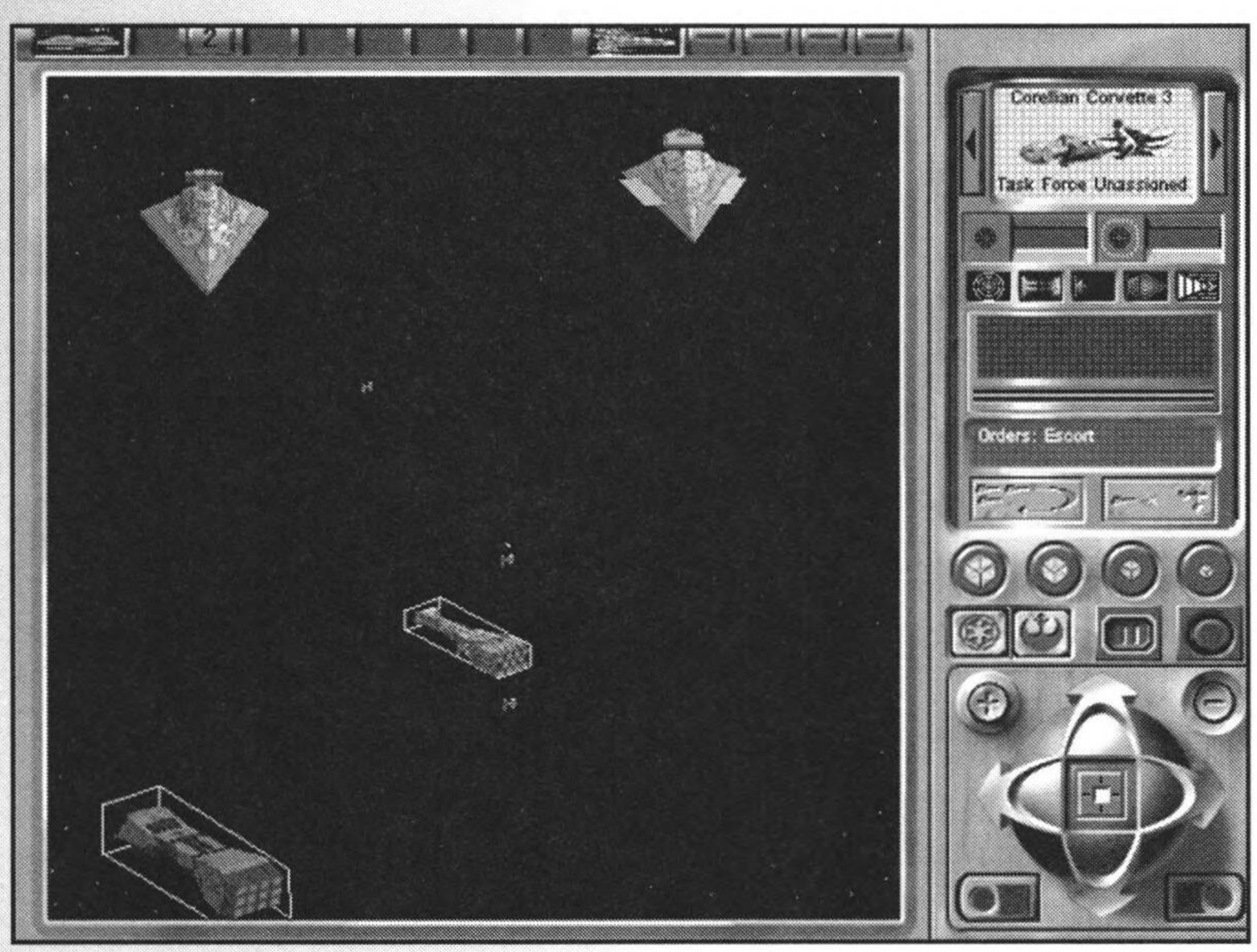


Fig. 8-1. These Rebel ships are overmatched by an Imperial Star Destroyer and a *Victory* Star Destroyer. Retreat at this point would be a good idea. In fact, it would have been better to retreat before allowing the Star Destroyers too close.

Now, some pointers: When you're greatly overmatched, even the best admirals, the best luck, and perfect use of your ships will only get your fleet destroyed. Running can at least ensure that your ships stay around to fight again, perhaps when the odds are a little better. Using your ships well and employing solid tactics can make up some differences in strength, but retreating is a valid option in an otherwise hopeless battle.

Tip

IN ANY BATTLE THAT LOOKS LIKE A DEFEAT, EITHER FOR OR AGAINST YOU, YOU CAN SAVE YOURSELF TIME AND TROUBLE BY LETTING THE COMPUTER CARRY OUT THE BATTLE. FAST-FORWARDING THROUGH IT IS QUICKER THAN ENTERING THE BATTLE AND GIVING THE RETREAT ORDER OR WATCHING ENEMY SHIPS TURN TAIL. IF YOU THINK YOU WILL BE QUICKLY ROUTED, RETREAT BEFORE THE BATTLE STARTS.

You can choose to let the computer run your ship-to-ship battles at any time. Simulating a battle often causes greater losses for your side than if you control the battle yourself. It's perfectly viable to avoid the intricacies of combat if you don't wish to get involved. Using proper tactics can increase the odds in your favor, while poor use of your ships can have worse results than if you'd let the computer run the combat for you. The choice is yours.

Basic Tactics

You've decided to go ahead and command the ships yourself. At worst, you'll have only a few starfighters; at best, your combat fleet, whether attacker or defender, will consist of a variety of capital ships and fighters.

You can take command of any or all your ships simply and easily. The commands available to you are limited: You can give general orders to attack capital ships or fighters. As the Rebel Alliance, you can send fighters against a nearby Imperial Death Star. You can give basic movement commands. You can choose retreat at any time. Finally, you may have the computer finish any battle for you.

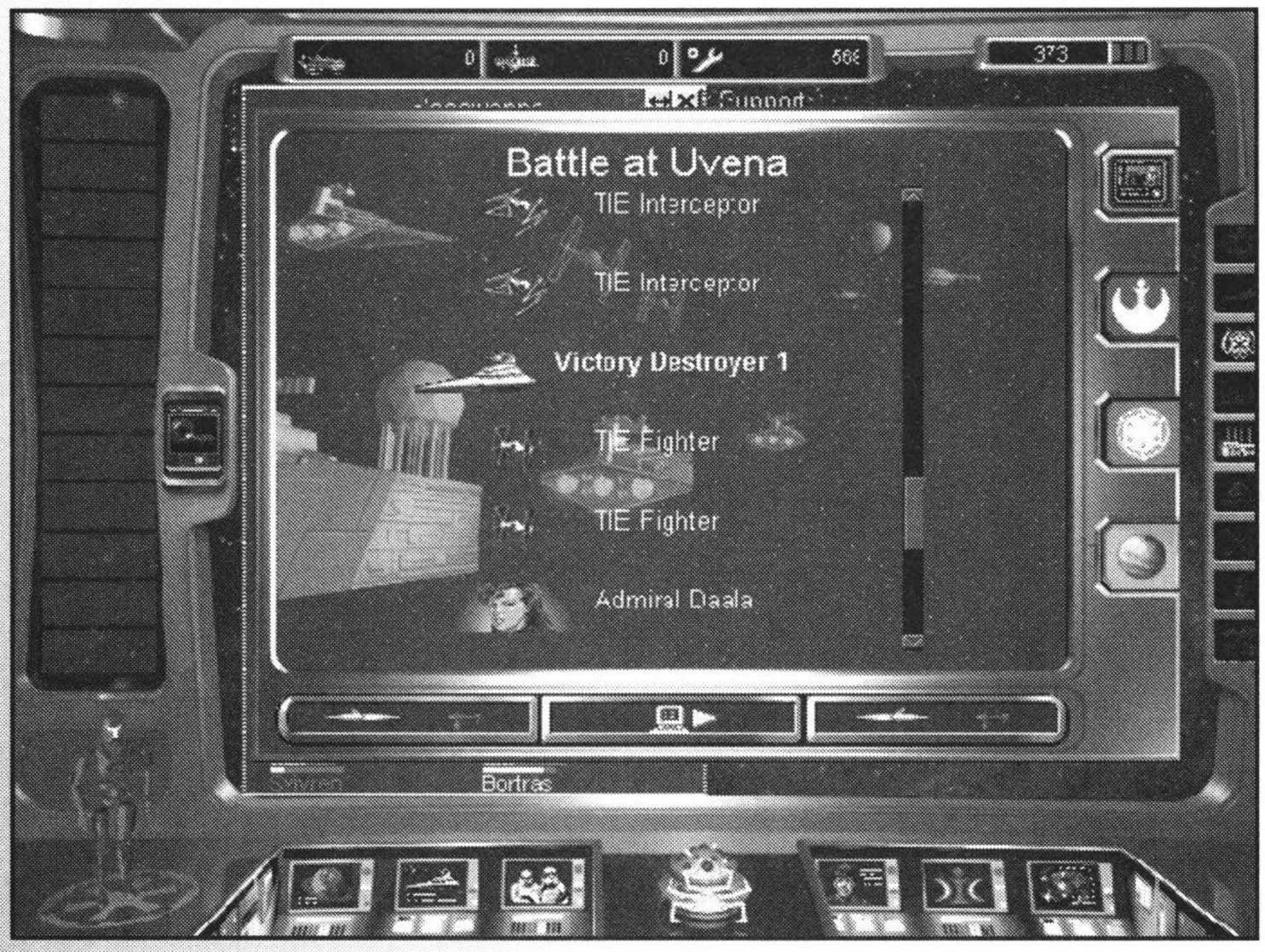


Fig. 8-2. Before retreating, check out both sides and determine if you have a chance to inflict some damage.

Basic Alliance Tactics

Your strength, for the most part, is locked up in your fighters. How good are the Rebel fighters? Several fighter squadron groups of X- and Y-wings have enough firepower to take down a lone *Victory* Star Destroyer, and with very few losses. Unless greatly outnumbered, your X-wings easily can brush aside even superior numbers of TIE fighters, although not always quickly.

As the game progresses, and as more and more breakthroughs occur in ship design research, you'll begin to develop capital ships that match up well with even the largest Imperial craft. As you acquire Nebulon-B frigates and Mon Calamari cruisers, your

Tip

THE MOST BASIC OF ALL TACTICS AND INSTRUCTIONS IS ALSO THE EASIEST TO FORGET: BEFORE YOU START A BATTLE, LOOK AT THE FORCES ON EACH SIDE OF THE CONFLICT. ASSESS THE SHIPS ON BOTH SIDES, AND LOOK FOR WEAK POINTS. EVEN IF YOU DECIDE NOT TO ATTEMPT TO DESTROY THE ENTIRE ENEMY FLEET, YOU CAN MAKE A REAL EFFORT TO HIT A FEW VULNERABLE SHIPS (SUCH AS TRANSPORT CRAFT AND CARRIERS WHICH ARE NOTABLY WEAK) BEFORE YOU HYPERSPACE AWAY.

tactics can begin to shift more toward using these ships; even then, your fighters will be extremely important.

Initially, most of your tactics will center on your fighters. Try to have as many sorts of fighters available for combat as possible: even if your X-wings come from different ships, they'll attack as one unit. You can have up to four flight groups of six fighters of one kind. If you have more than one flight group, you can direct each group individually.

You have an advantage here, as well. Even at the beginning of the game, you can build two types of fighter craft. Y-wings are well-suited to attacking capital ships, and X-wings have an advantage over Imperial fighters.

Before committing your fighters to battle, get an idea of the number of TIE fighters in the Imperial fleet. If you're outnumbered, don't worry too much unless the TIEs approach twice your number or greater. This is because you don't have fine control over your fighters. Telling your ships to attack the enemy starfighters should be the main goal of your fighter craft, even if you have only one type available. You must send them to attack the Imperial fighters if you intend to fight.

Tip

WHEN MOVING A FLEET IN TO BLOCKADE, BRING AN ESCORT CARRIER WITH A FEW FIGHTER SQUADRON GROUPS OF X-WINGS AND A FEW OF Y-WINGS. IF YOU HAVE THE RESOURCES, TWO CARRIERS, ONE STOCKED WITH X-WINGS AND ONE WITH Y-WINGS, IS EVEN BETTER.

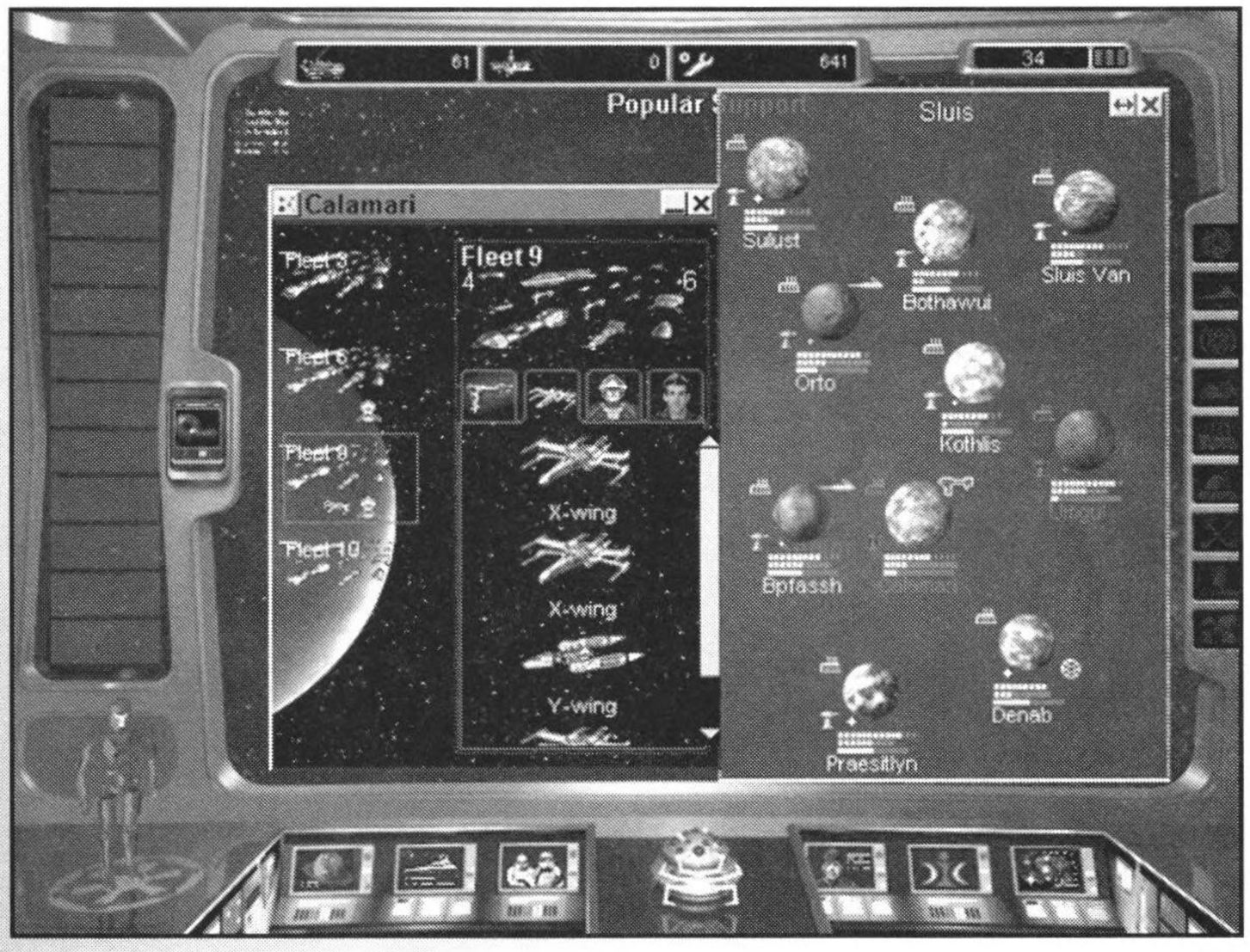


Fig. 8-3. Before an attack, Calamari is well-protected by these Rebel fleets. The Empire will find it difficult to invade without sufficient ships.

Once the Imperial fighters are down, or at least dramatically reduced in number, start moving your fighters against the Imperial capital ships. Do this carefully, and watch what the Imperial ships do. Smaller ships are generally more effective at destroying fighters, thus fighters are more likely to do damage to larger ships like an Imperial Star Destroyer.

But you must watch for a few things to make sure your fighters are effective: First, click on the Imperial ship your fighters are attacking and make sure their lasers are actually doing some damage against the Imperial shields. If they aren't, your fighters eventually will be destroyed without having made a dent in the larger ships' hulls. Second, watch what the other Imperial ships are doing. If they break off attacks and start engaging your fighters, it might be time to pull back. Your fighters can handle a lot of the load, but not without some support against large Imperial fleets.

Your capital ships also should have their attacks massed, in this case against one Imperial ship at a time. Your goal is to wear down the Imperial craft until you've severely damaged their hulls. Again, keep a close eye on

the battle. Once the Imperial ship stops firing back, move your ships to their next target. You can destroy the damaged ships at your leisure after you disable the other active ships (or they've retreated). Keep your ships moving from target to target as the Imperial craft take enough damage to render them inoperable.

You probably will retreat a lot. Don't think of this as cowardly. Think of it as protecting your vital ships and fighters. Even if you lose a system to the Empire's military force, the ships you rescue may help you reclaim it eventually.

Tip

PAUSE THE BATTLE FREQUENTLY AND ASSESS YOUR SHIPS' CONDITION AND THAT OF THE EMPIRE'S CRAFT. IF ONE OF YOUR SHIPS HAS LOST ITS SHIELDING, MOVE THE SHIP OUT OF BATTLE BY MOVING IT TO A NEW NAV POINT AWAY FROM THE FIGHT. THE REST OF THE FLEET STAYS AND KEEPS FIGHTING.

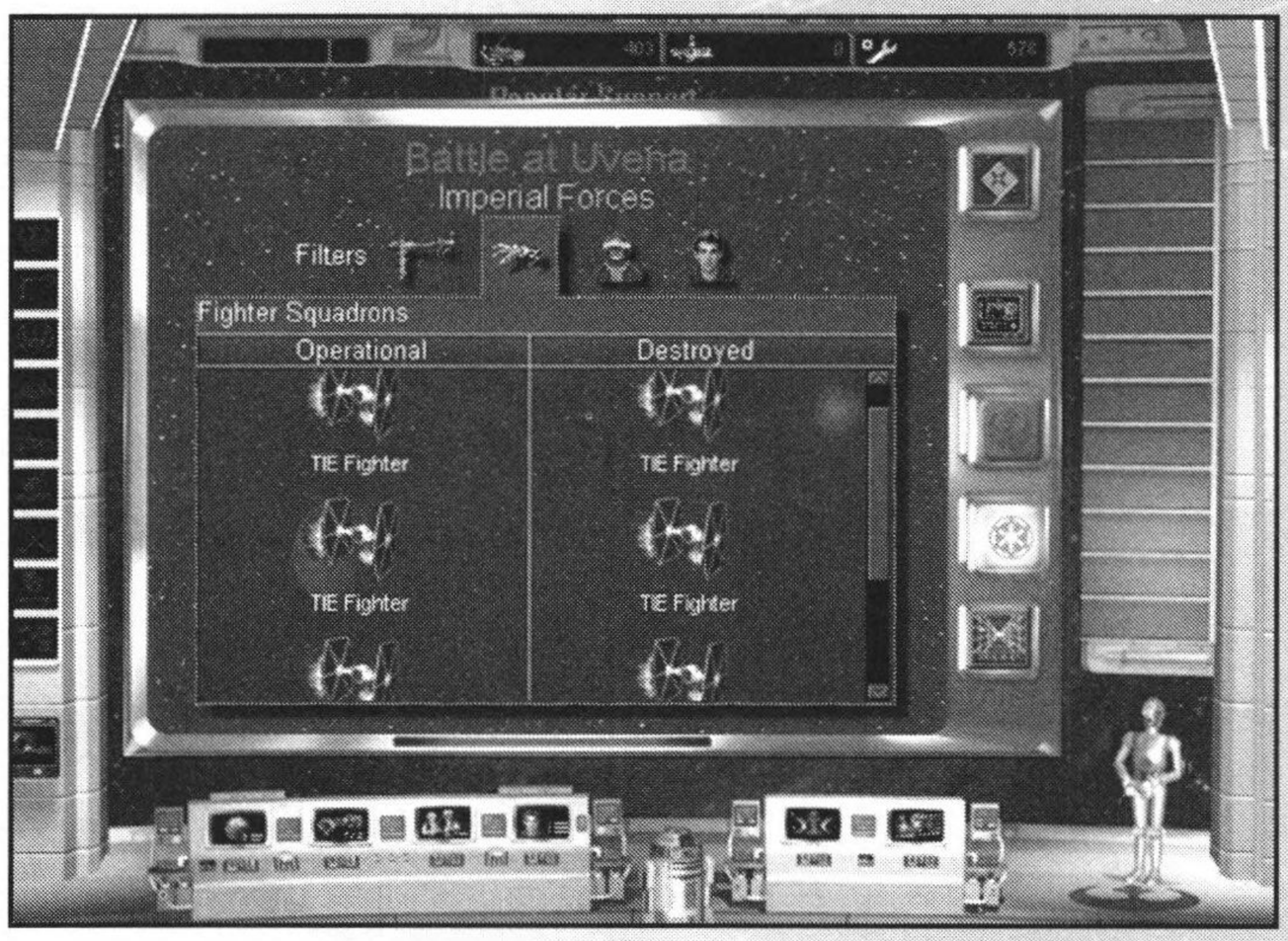


Fig. 8-4. Win or lose, make sure you look at the information available after the battle. This can help you determine the numbers and types of ships you need to free a system from blockade or whether pursuing an attack is worthwhile.

Basic Imperial Forces Tactics

Alliance craft are weaker than yours—at least until the middle of the game, when their larger and more powerful ships become available and present in good numbers. Rebel fighters comprise the main threat to your

dominance in any battle, because theirs are far superior. Therefore, your first job in any battle is to compare numbers of fighters. Because you'll almost always be the attacker, the first and most useful way to do this is with espionage missions.

In fact, in most cases you shouldn't even consider attacking or blockading an Alliance system without first getting information about the system, especially the numbers of fighters located on Rebel systems. The Alliance tends to use its shipyards to stock its systems with huge numbers of fighters, and these fighters can smash through yours. You needn't avoid systems with huge fighter squadron groups, but you should approach them carefully.

Although it's not always possible, you want 3-to-1 odds in your favor when it comes to numbers of starfighters. Even then, you can expect to take heavy losses from Rebel ships, particularly because they'll develop A-wing craft early on and won't hesitate to build vast numbers of them. Send any ships with a good number of lasers to deal with the Rebel fighters as quickly as possible. As the game progresses, you'll develop a few ship types, such as the Lancer frigate, designed specifically to counter Alliance fighters. These should be present in as many of your fleets and in as great a quantity as you can manage.

Tip

ONCE YOU HAVE ESPIONAGE INFORMATION ON A SYSTEM YOU PLAN TO ATTACK, START RUNNING SABOTAGE MISSIONS WITH YOUR CHARACTERS. DISABLING ANY FIGHTER SQUADRON GROUPS BEFORE THE COMING BATTLE ONLY AIDS YOU IN THE LONG RUN. AND, SHOULD ONE OF YOUR CHARACTERS BE CAPTURED, EFFECTING A RESCUE GIVES YOU MORE REASON TO ATTACK THAT SYSTEM. KEEP YOUR SABOTAGE MISSIONS RUNNING CONSTANTLY, SENDING CHARACTERS BACK OUT ON MISSIONS AS SOON AS THEY RETURN TO THEIR BASE OF OPERATIONS.

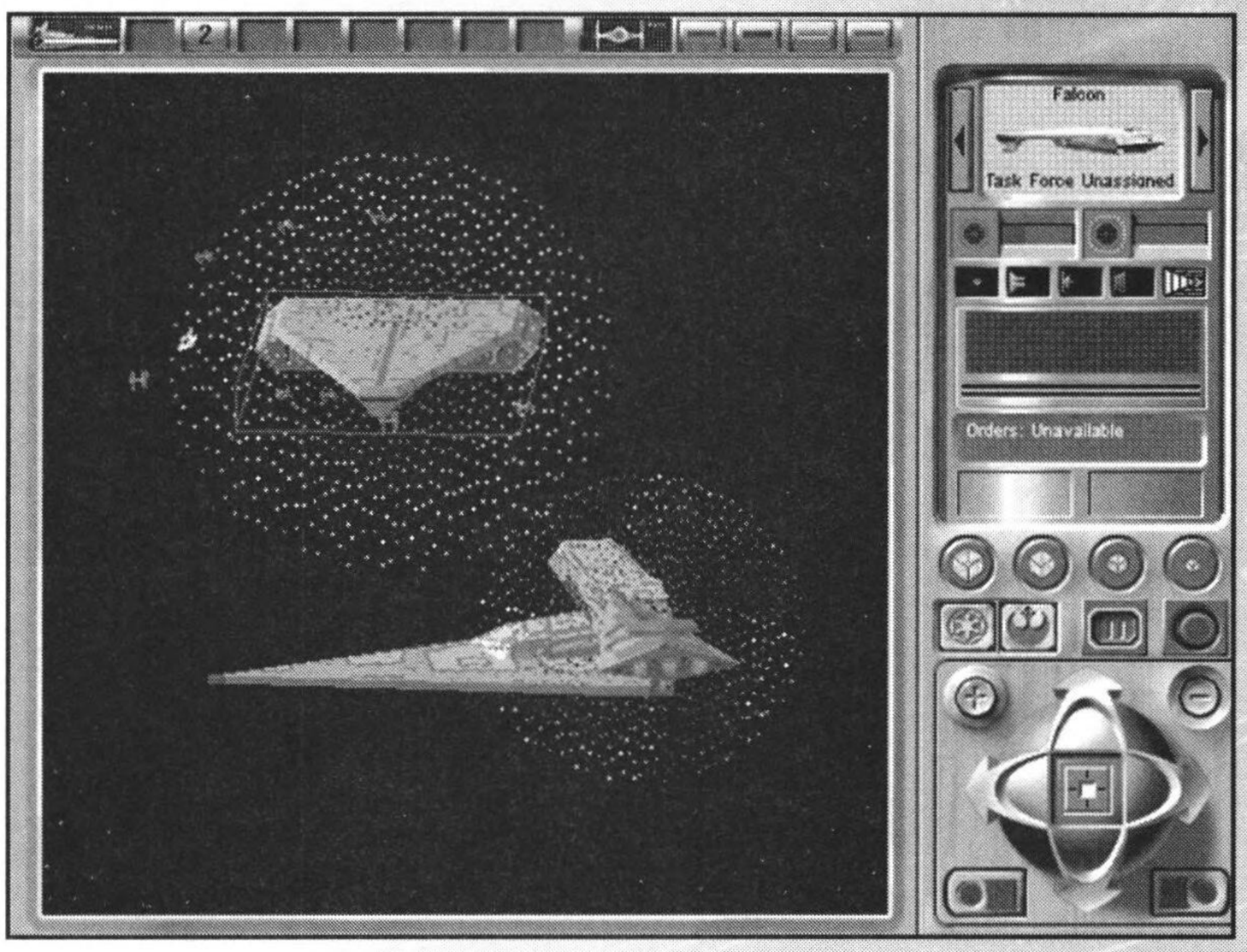


Fig. 8-5. Like Lancer frigates, *Interdictor*-class cruisers should be a big part of your plans and should be present in your fleets. Here, the Interdictor cruiser (in the foreground) uses its gravity well to prevent the Alliance ships from fleeing. To the left, TIE fighters harry the few remaining Alliance fighters.

Alliance capital ships are another matter altogether. In general, you have the power to crush these ships easily. Again, assess their strength relative to the craft you have in the area. Gang up your best ships against the strongest Alliance threat, and hammer it mercilessly. Often, you can split your capital ships and bring your force against multiple Alliance craft at once.

Don't hesitate to retreat when the situation warrants it. At times the Rebels can put together formidable groups of ships, and should they find a weakness, they won't hesitate to attack and blockade your system. If you're overmatched, admit it and pull back. Although you generally can afford more losses than the Alliance, you shouldn't waste your ships. This is especially true after several hundred game days, when Rebel shipyards start turning out more powerful craft.

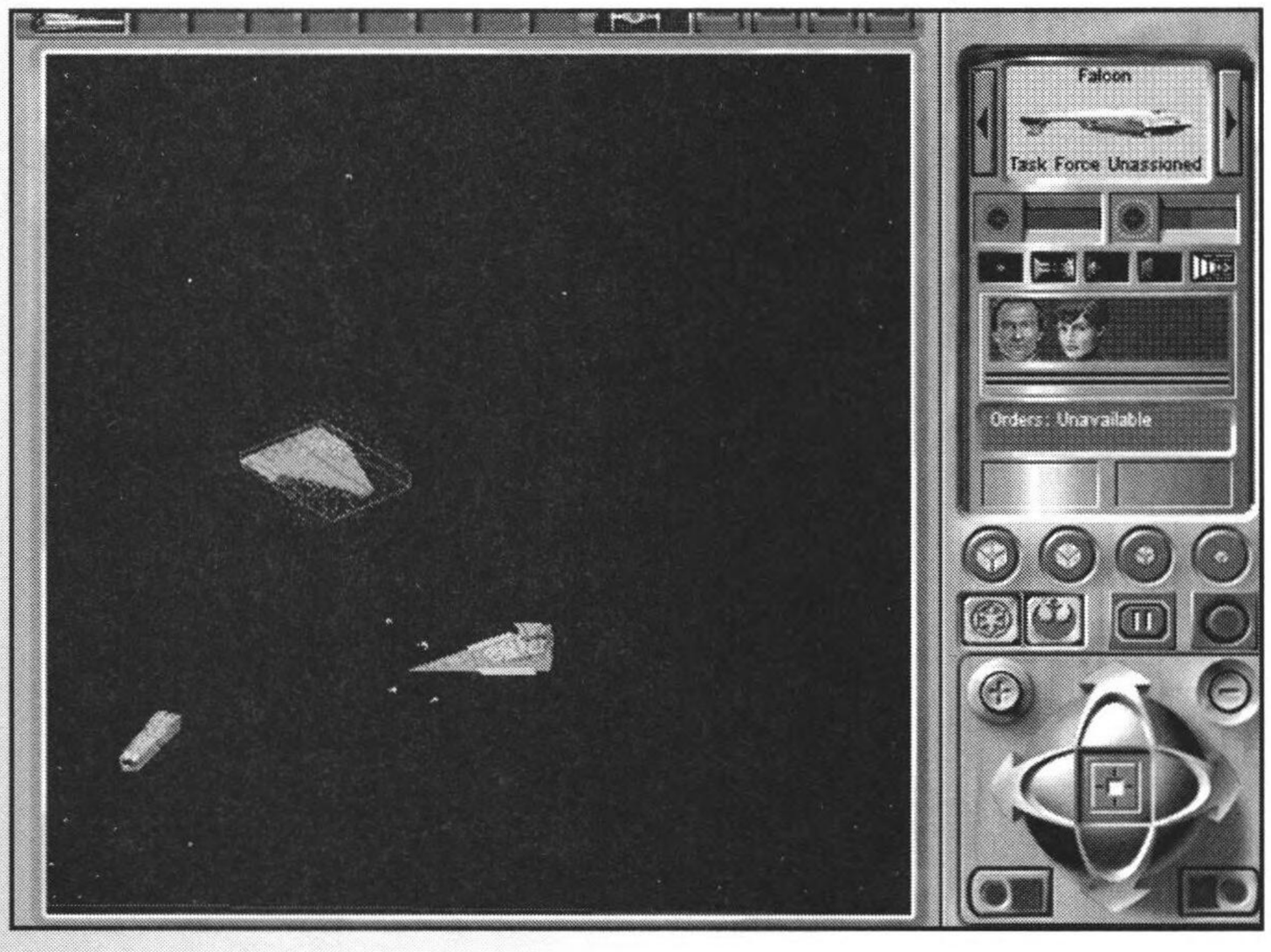


Fig. 8-6. The Alliance still has a number of fighters remaining, but it won't bother the Star Destroyer too much. However, the Rebel escort carrier will fall soon to the Imperial ship's superior firepower.

Because many of your fleets will double as battle fleets and invasion fleets, you must be careful with your troop ships. Your Star Destroyers can carry good numbers of troops, but generally not enough to invade a system, and you won't have enough of these craft to mass in one fleet. You'll need troop ships. If you can spare some of your fighters or one of your combat craft, keep an escort around these fragile ships to protect them.

Keeping Fleets in Shape

No matter how good you might be at taking out enemy fleets, or how powerful your fleets become, you'll take some damage in combat. Fighter groups will have some of their numbers reduced; capital ships will

Tip

THE BEST WAY TO ENSURE THAT YOU DON'T LOSE YOUR TROOP SHIPS IS TO KEEP THEM IN A SEPARATE FLEET. MOVE YOUR BATTLE SHIPS INTO ORBIT AROUND THE REBEL SYSTEM TO DEAL WITH THEIR FLEET AND HANDLE SABOTAGE MISSIONS AND BOMBARDMENT. WHEN THE SMOKE CLEARS, YOU CAN SEND YOUR TROOP SHIPS OVER FOR THE INVASION WITHOUT HAVING RISKED THEM IN BATTLE.

take damage to their hulls or their ability to hyperspace or keep their shields up. When your fleets and fighter squadron groups take damage, it's time to take care of them—before the next battle.

Fleets will repair themselves over time, if given a chance. Throwing your ships into battle after battle eventually will weaken them to the point of collapse. Instead, rotate your ships into dangerous areas, pulling them back when they take battle damage. Naturally, you won't always have this luxury. For example, you'll be hard pressed to replace your only Mon Calamari cruiser at the forefront of battle. When you get the chance, though, make a concerted effort to get your wounded ships to a safe area so they can repair themselves.

Wounded fighter squadron groups are even easier to take care of. When some of your fighter wings take damage, transfer them to one of your systems and replace them with that system's fighter garrison. Fighters on the fleet will stay in top form, and those on the system can repair themselves. If the fleet is attacked again, it can respond with undamaged fighters.

Keeping your ships in fighting trim is a good reason to create a small stockpile of reserve ships to move into replacement positions, should the need arise. You won't always have the production facilities to manufacture these ships, but when you can, think in terms of both bolstering your fleet with additional ships and strengthening it with reserve ships that can take the brunt of fighting from those that have seen heavy action already.

Tip

IF YOU PLAN TO INVADE THE SYSTEM YOUR DAMAGED FLEET IS CIRCLING, BE CAREFUL WITH HOW YOU MOVE YOUR SHIPS. MAKE SURE YOU AREN'T SENDING AWAY THE TROOPS YOU NEED OR THE CHARACTERS WHO'LL LEAD THE ATTACK. WHEN A SHIP GOES TO HAVE DAMAGE REPAIRED, TAKE A FEW SECONDS AND MAKE SURE THE UNITS AND CHARACTERS YOU PLANNED TO STATION AT THAT SYSTEM AREN'T GOING BACK TO DRY DOCK WITH THE SHIP.

The only time keeping your ships in repair may be a problem is when you move into a sector for the first time. The best solution is to keep additional ships at the ready, if possible, to come in and take over for those damaged in your fleet. This won't always be possible, especially with large ships such as Star Destroyers and Mon Calamari cruisers. Still, the protective fleets you'll have around some of your systems will consist of many of the same ships as those in your blockade and invasion fleets. Swap them out and get the damaged ships into dry dock as quickly as possible. Send them to the contested area a couple of days after you send the main fleet. This way, they'll be in position to move in quickly and take over blockading duties from your damaged ships, and you can send the wounded craft back to friendlier sectors.

Tip

WHEN YOU MOVE DAMAGED FIGHTER SQUADRON GROUPS FROM FLEET TO SYSTEM, DO SO ONLY AFTER CONSIDERING THAT SYSTEM'S CIRCUMSTANCES. IT'S BETTER TO DO THIS WITH A SYSTEM THAT HAS A PROTECTIVE FLEET AROUND IT OR THAT HAS GOOD DEFENSES THAN FROM A SYSTEM OTHERWISE VULNERABLE. WHILE THE FIGHTERS REPAIR, THAT SYSTEM IS EVEN MORE VULNERABLE, SINCE THE DEFENSES IT HAS ARE DAMAGED. ALSO TRANSFER FIGHTERS TO AND FROM THE FLEET FROM THE CLOSEST GOOD SYSTEM AVAILABLE. BECAUSE YOUR FLEET WILL BE WITHOUT STARFIGHTERS IN THE INTERIM, YOU WANT TO KEEP THIS TIME AS SHORT AS POSSIBLE.

Planetary Combat

Whether you play as the Empire or the Alliance, you'll spend much of your time and resources planning for planetary assaults, either to conduct them or to defend against them. Defending systems against assault is one reason you garrison troops on your systems, especially as the Alliance. For the Empire, assaulting Rebel systems is the quickest way to bring them to heel. Although the Empire doesn't need to defend against assaults very often, both sides must be prepared for the possibility of blockade, bombardment, and invasion.

Running Missions

Nobody likes to be invaded. To prevent this, both Empire and Alliance stock their systems with troops and defensive facilities that can turn back even the fiercest assault. The quickest and easiest way to whittle down these defensive facilities as well as the number of units you'll have to battle on the system surface is to run mission after mission.

First and foremost, you need information, and that means espionage. One necessity for a well-prepared battle fleet is several espionage units or characters with high espionage ratings. Because these units or characters are attached to the fleet, there's virtually no lag time between ordering the mission run and when it begins. Espionage does take some time, but you should have an inkling of what's on the system to begin with. As you wait for the espionage results, you can run missions based on what you know is there already.

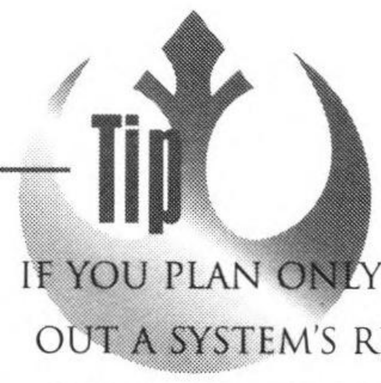
The most important thing to determine, even before what characters and military units are at the system, is whether GenCore shields are present. These shields deter you from bombarding the system effectively from space, unless you have enough heavy capital ships. Gen Core shields can be destroyed, depending on fleet size and strength. With such shields in place, all the military units holed up on the system and all of its batteries are somewhat protected from damage you can inflict. If a system has GenCore shields, you must run several extra sabatoge missions before your assault if it's early in the game and your fleets aren't sufficient to bombard the planet and knock out shields. If no GenCores are present, you can simply begin bombarding.

If there there are two or more shields, what should you do? Obviously, you must sabotage them. This makes for some sticky situations, however. A system with many troops and characters can foil most sabotage missions and remain strong enough to prevent invasion without a preceding bombardment. There's little you can do about this, however. The shields must come down.



Fig. 8-8. With the GenCore shield knocked down, this system is open for Imperial bombardment.

Sabotage missions against the shield and military units will help reduce the resistance for your other missions. You also can run abduction missions (and assassination missions, if you're playing as the Empire) against characters stationed on the system. A system's defenders generally have an advantage in battle. You need a huge numerical advantage to assault a strong system successfully.



IF YOU PLAN ONLY TO KNOCK OUT A SYSTEM'S RESISTANCE, CONSIDER SABOTAGING ITS PRODUCTION FACILITIES. THIS WILL PREVENT YOUR ENEMY FROM CREATING NEW UNITS AND SHIPS THERE AFTER YOU MOVE ON. IF YOU PLAN TO INVADE, HOWEVER, KEEP THESE FACILITIES AROUND SO YOU CAN USE THEM AFTER YOU TAKE OVER.

Planetary Bombardment

Planetary bombardment allows you to take out military facilities before sending your troops to confront the enemy on the system surface. Bombardment can take out defensive batteries, military units, and infrastructural facilities. Planetary bombardment has occasional negative effects on your public relations around the sector, however, so use it with caution.

Military Units

Alliance Military Units

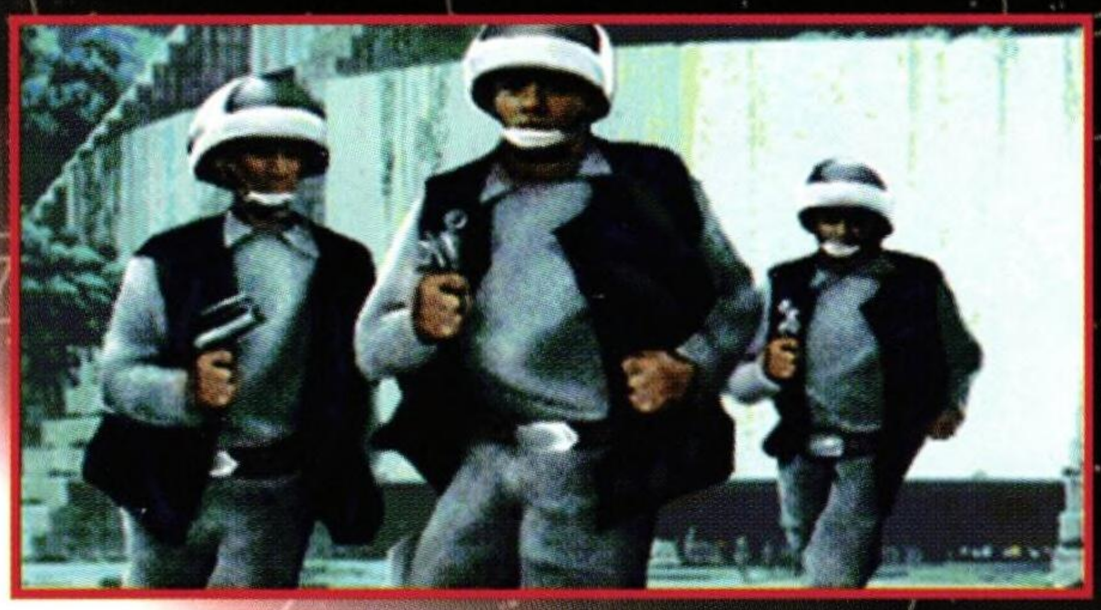
Army Regiment



The basic Alliance military unit, army regiments are quick and easy to build and inexpensive to maintain. Not as powerful or as battle-capable as fleet regiments, army regiments nonetheless defend well against bombardment and make excellent garrison troops.

Fleet Regiment

Normally stationed on capital ships as security forces and support troops, Alliance fleet regiments are collectively an elite fighting force. More than a match for their Imperial counterparts, these troops can withstand powerful system bombardment and retaliate in force against Imperial invasion. More expensive than the army regiments, fleet regiments are suited to defense or invasion.



Mon Calamari Regiment



The excellent defensive rating and high bombardment defense of the Mon Calamari regiments make them the best garrison troops available to the Alliance. These units are difficult to root out, and even one or two can effectively hold a system against superior Imperial numbers. Their high expense is justified by their value.

Sullustan Regiment

The low building and maintenance cost of Sullustan regiments make them ideal garrison troops. Quickly created, Sullustan regiments can stock systems with large garrisons in the time it takes to build a single fleet regiment. Their weak attack strength makes them ineffective invasion troops, but their defensive ability is good given their low cost.



Wookiee Regiment

The Alliance military arsenal's premier fighting force, Wookiee regiments are ideally suited to invasion and attack. Their lower defensive strength makes them less effective as garrison troops. Although expensive to build and maintain, Wookiee regiments ensure success in system assaults.



Alliance Special Forces Units

Bothan Spies

Adding the Bothans— renowned as the galaxy's best spies— to the Alliance has been a great help in securing vital information on the Empire. Bothan spies are excellent information sources capable of performing successful espionage operations even on tightly held Imperial systems.



Guerrillas



The bane of Imperial political overseers, Alliance guerrilla groups are noted for their ability to foster uprisings on Empire-held systems. Their ability to coordinate efforts with other guerrilla groups makes them ideal for inciting populations both to rise up against their Imperial masters and to subdue similar uprisings on Alliance systems.

Infiltrators



These elite forces are known for their ability to slip through tight Imperial security and sabotage important installations and ships. They're equally comfortable on abduction missions, and you can call on them to rescue captured characters from Imperial prisons.

Longprobe Y-Wing Recon Team

Unlike typical Y-wing ships, these recon teams are completely unarmed. Having given up their weaponry in favor of larger fuel tanks and improved hyperdrive systems, they can scout even the most distant systems and report back on the status of these systems.



Imperial Military Units

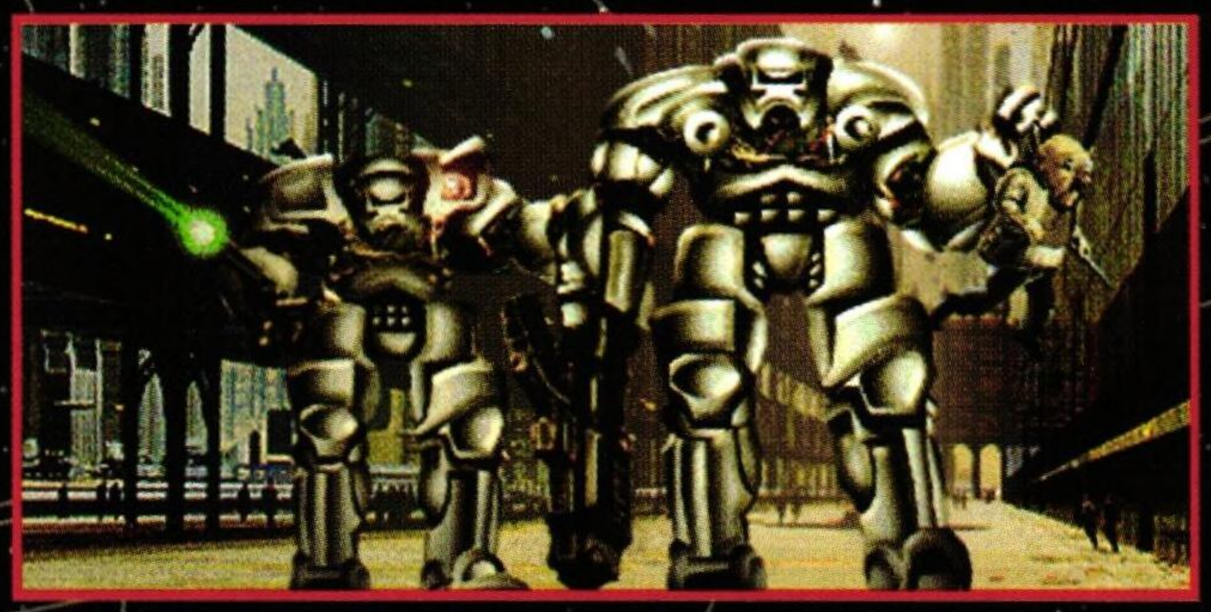
Army Regiment



Relatively inexpensive and easy to maintain, Imperial army regiments make up the largest percentage of the Empire's ground troops. Although generally ineffective in attacking, their good defensive rating makes them ideal for garrisons and system defense.

Dark Trooper Regiment

Like stormtroopers, dark troopers are equally effective for attack or defense. They're expensive and time-consuming to build and difficult to maintain, but are the Empire's best all-around unit. The limited Force training they receive makes them more powerful than the stormtrooper unit, both in garrison situations and on the attack.



Fleet Regiment



Generally assigned to duty aboard capital ships, Imperial fleet regiments make good assault troops. Not as powerful on the defensive, they're better equipped and better trained than Imperial army regiments.

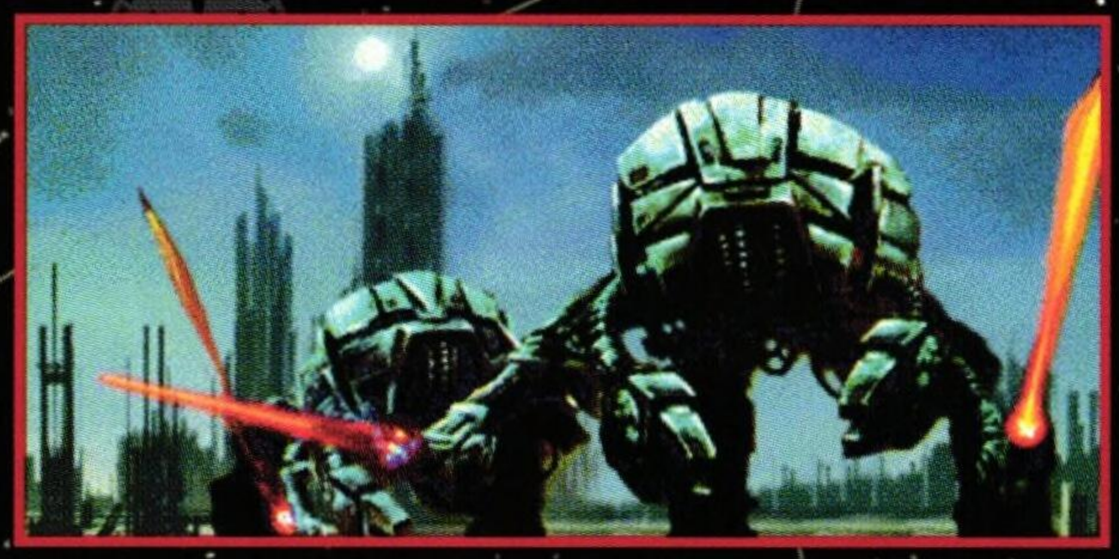
Stormtrooper Regiment

Perfectly balanced whether attacking or defending, stormtroopers are all-purpose military units. Although they're expensive to build, they can succeed at virtually any task. Stormtrooper regiments make up the backbone of the Imperial ground forces.



War Droid Regiment

War droids are designed for attack, and so are well-suited to assaults. These should be frontline troops when invading an Alliance system. Once the system is taken, the war droids should return to the fleet, because their low defensive strength makes them ineffective garrison troops.



Imperial Special Forces Units

Imperial Commandos



Much like Alliance infiltrators, these units are the best troops in the Empire for sabotaging Alliance installations, units, and ships. Their dedication to the Empire also allows them to incite uprisings in Rebel-held systems; their ferocity enables them to subdue similar situations on Imperial systems.

Imperial Espionage Droid



These droids look exactly like the average Alliance protocol droid, but with a significant difference: Each contains a transmitter that enables them to send data back to the Empire. Less effective than the Alliance's Bothan spy network, these droids are inexpensive to build and maintain.

Imperial Probe Droid



These droids were designed to be reconnaissance units for the Empire. Each is equipped with a small hyperdrive, so they effectively can scout anywhere in the galaxy without deployment from Imperial capital ships.

Noghri Death Commandos



Fanatically loyal to Lord Vader, Noghri death commandos are the galaxy's foremost assassins. Their ability to infiltrate Alliance systems also suits them for abduction missions and for rescuing captured Imperial forces characters.

You've taken out a system's GenCore shields. Planetary bombardment is next. You'll rarely want to invade a system without bombarding first. The only time this is a good idea is when the system you're taking over has no military units to resist you. Striking out like this against a defenseless foe only turns other systems against you, even if you're playing as the Empire. Used improperly, bombardment can turn neutral systems to the enemy, cause some of your borderline systems to declare neutrality, and even reduce allegiance on systems where you had 100 percent support.

Tip

EVEN AS YOU RUN SABOTAGE, ABDUCTION, AND ASSASSINATION MISSIONS ON A BLOCKADED SYSTEM, KEEP RUNNING ESPIONAGE MISSIONS. ANY NEW INFORMATION WILL BENEFIT YOU.

Used correctly—during times when the enemy system has no GenCore shield and has military units in place—planetary bombardment will dramatically reduce the numbers of troops you must contend with when you invade. The ships in orbit around the target system will determine the strength of your bombardment. The stronger the ships, the more powerful the bombardment. Each military unit, and in fact every facility, on the system, has some ability to resist destruction from this source.

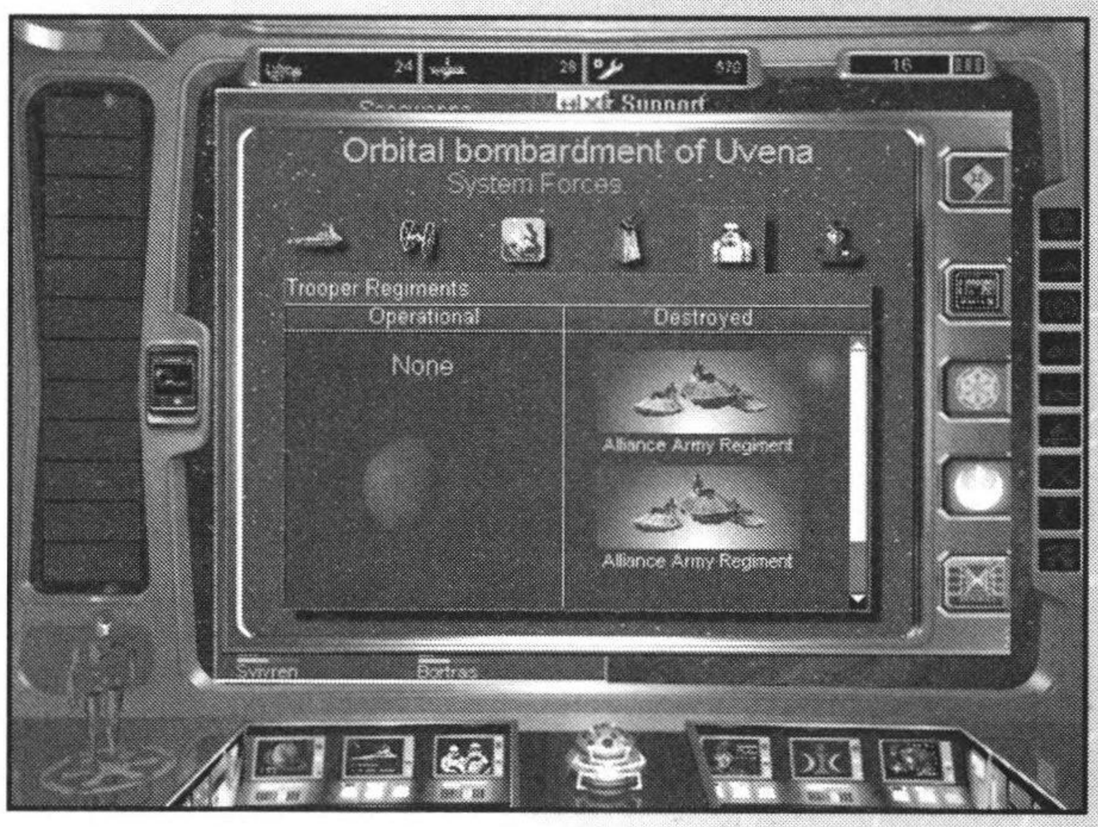


Fig. 8-9. A successful bombardment of Uvena has destroyed all Alliance resistance. Even one Imperial military unit could take this system without fear. This is the best situation in which to invade, because your enemy can do nothing to prevent your attack.

There are three basic targets for planetary bombardment—military, civilian, and general. The first takes out military units and defensive batteries. Bombarding civilian targets destroys planetary facilities. General bombardment will damage both, but generally to a lesser extent, because the damage is spread across numbers of targets. Try to avoid general bombardment.

For the most part, you should stick with bombarding military targets. This benefits you several ways. First, it destroys planetary resistance. Second, if you plan to assault the system, it preserves the facilities you'll want to add to your infrastructure. And military bombardment can have positive effects, particularly if you play as the Empire. On systems that would be neutral or would turn to the Empire without its Rebel garrison, taking out military targets can win you public favor—oftentimes sector-wide. Taking out some of the garrison on a system held against its will can spur the system to immediate uprising, furthering your cause.

You should bombard civilian targets less often, but it has its uses. Sometimes you'll want to crush a particular Rebel system, but lack the resources to take it over and halt the uprising that almost certainly will start once you invade. Or you may not have the troops you need to take with you to the system surface. Civilian bombardment, by destroying production facilities, mines, and refineries, can dramatically reduce that system's worth to the Alliance.

Note

FEW THINGS WILL TURN THE POPULATION OF A SYSTEM AGAINST YOU FASTER THAN BOMBING CIVILIAN TARGETS. EVEN SYSTEMS THAT WOULD OTHERWISE SUPPORT YOU WILL TURN AGAINST YOU FOR DESTROYING THESE FACILITIES.

Use planetary bombardment with caution, but don't hesitate to pull the trigger when it's warranted. You should bombard a system that has even one military unit before you begin your assault. If you can strip all resistance from orbit, you can take a system over without troop losses. Check

out the results of each bombardment, as well. If you aren't getting positive results, it's time to try something different, by way of missions, assault, or moving on.

Invasion

Nothing puts fear in your opponent faster than a well-stocked fleet hanging out above one of their systems, waiting to move in and crush all resistance. As with all other aspects of combat, though, you must plan the actual assault of a system carefully and execute it well for the best chance of success. Nothing deflates a powerful fleet faster than losing all its invasion troops in a hasty or poorly planned planetary assault.

Tip

BOMBARDMENT IS AN IMPORTANT PART OF YOUR ARSENAL, ESPECIALLY IF YOU USE IT CAUTIOUSLY AND SPARINGLY. CONTINUAL BOMBARDMENT OF ALLIANCE SYSTEMS WILL DO NOTHING BUT TURN YOUR OWN CAREFULLY BUILT-UP SYSTEMS AGAINST YOU. TWO BOMBARDMENTS ON A GIVEN SYSTEM, THREE AT MOST, SHOULD BE ENOUGH. IF YOU STILL CAN'T INVADE SUCCESSFULLY, MOVE ON TO ANOTHER SYSTEM.

Obviously, you must know what you're facing before you send down your troops. Planetary batteries are a dangerous source of frustration, so plan to bombard or sabotage until you no longer need to deal with them.

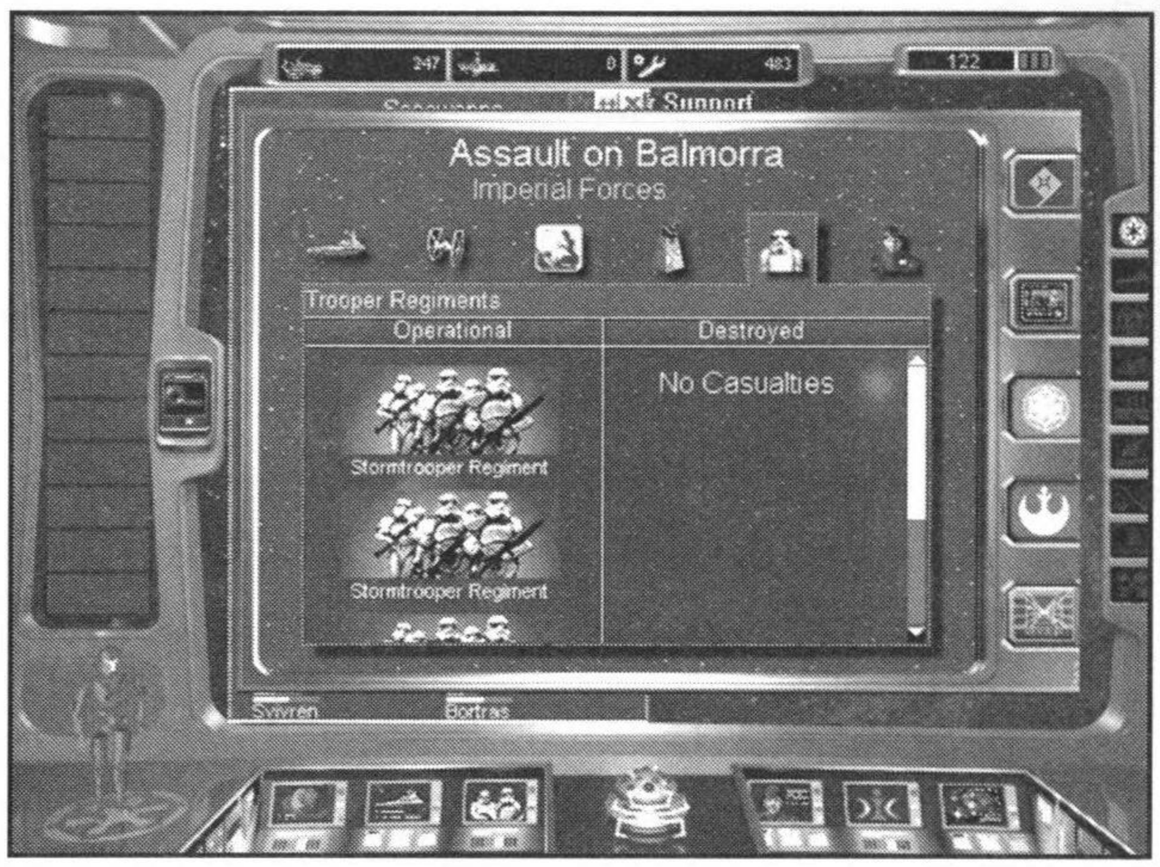


Fig. 8-10. This is the perfect assault outcome—no casualties on your side and a new system to exploit—another system taken from the Alliance.

More important, you needn't mix your invading troops to increase your chance for success. These troops should be have the highest attack values available. Period. It makes sense. The attack value of the unit is all that really matters. If this means you send in eight war droid units and nothing else, so be it. You can build defensive troops after you conquer the system.

This means you must plan your invasion long before you actually send out the fleet. It takes time to create these better units and time to send them over to the fleet once you build them. And, just as you want the best invasion troops you can muster, you also want to send as many as possible. Six is better than three, and ten is better than six. Don't go overboard, but overkill is better than not having enough.

Regardless of how good your troops are, being on the defensive is an advantage. Two-to-one odds against them often can result in a victory for the defenders. This is one reason you want to bombard as much as necessary before you send your troops down to the system. Much like useless bombardment, a poor assault damages your reputation on the other systems.

Tip

DESTROYING A SYSTEM WITH THE DEATH STAR IS A VIABLE OPTION, AT TIMES, BUT DOING SO WILL TURN PUBLIC OPINION AGAINST YOU ON ALL YOUR SYSTEMS, AS WELL AS ON NEUTRAL AND REBEL-HELD SYSTEMS. DO SO SPARINGLY, AND ONLY WHEN ABSOLUTELY NECESSARY.

This makes for an interesting catch-22. You can't assault heavily fortified systems that have GenCore shields because you'll have a tough time getting the units you need to the system in question. (Specifically, if there are more than two GenCores, you can't assault the system. One or less shield, and you can.) And you can't bombard them, because their GenCore shields prevent damage. Further, the numbers of troops stationed there makes running missions difficult. For the Empire, there's only one solution, and it isn't a good one: Destroy the system in question with the Death Star. This will certainly crush all resistance, but, obviously, will make the system uncolonizable.

Planetary Defense

Shields, Troops, and Batteries

Nothing is as frustrating as coming across a well-defended enemy system. It's just as frustrating for your opponent, which is why you should defend all your systems as heavily as possible, or at least enough to prevent both invasion and successful enemy missions. A few excellent ways exist to fortify your systems and make them, if not invasion-proof, then at least so costly to invade that your enemy is unlikely to attack.

Tip

IF YOUR FLEET IS STRONG AGAINST OTHER SHIPS AND YOU'RE CONFIDENT IT CAN DEFEND ITSELF IN BOTH YOUR INITIAL BLOCKADE AND AGAINST ANYTHING YOUR ENEMY CAN BRING IN, SEND IN THE FLEET WITHOUT TROOPS OR WITH ONLY A FEW. AS YOU BLOCKADE AND BOMBARD THE SYSTEM, YOU CAN ROUTE PRODUCTION FROM YOUR TRAINING FACILITIES DIRECTLY TO THE FLEET.

The first, obviously, is a GenCore shield, and, when available, GenCore II shields. You may not be able to have these on every one of your systems, but try to place at least one on as many systems as you can. Make doubly sure to guard your critical systems with these facilities. They'll protect you against all but the most fearsome bombardment, for all intents and purposes rendering your system immune.



Fig. 8-11. Successful planetary defense means having good troops that can resist bombardment and attack. The Empire had more troops on this assault, but the Alliance pushed it back handily, thanks to the presence of several units of Mon Calamari troops on Yaga Minor. Sabotage missions against these units might have helped.

Once a GenCore shield is up, you must protect it. It does you no good to build shields if your enemy can sabotage them. The best way to prevent this is to garrison more units of troops there than you think you might need. Build troops with high defensive ratings, when possible. Systems lacking GenCore shields should have the units with the highest bombardment value, which allows them to better survive planetary bombardment.

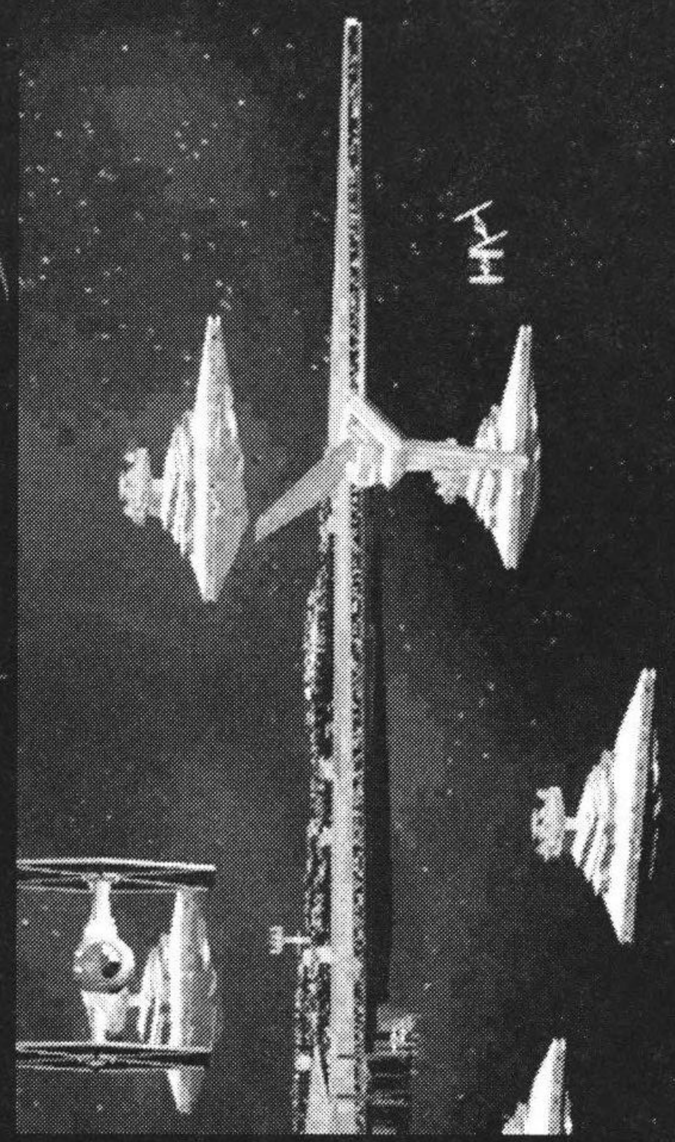
Don't forget your other planetary batteries. KDYv-150 batteries are extremely useful for repelling assaults, but are only worthwhile on systems where you place GenCore shields. A KDYv-150 is vulnerable to bombardment, so facilities one on an unshielded system is a waste of time; your enemy will simply bombard it into oblivion before attacking.

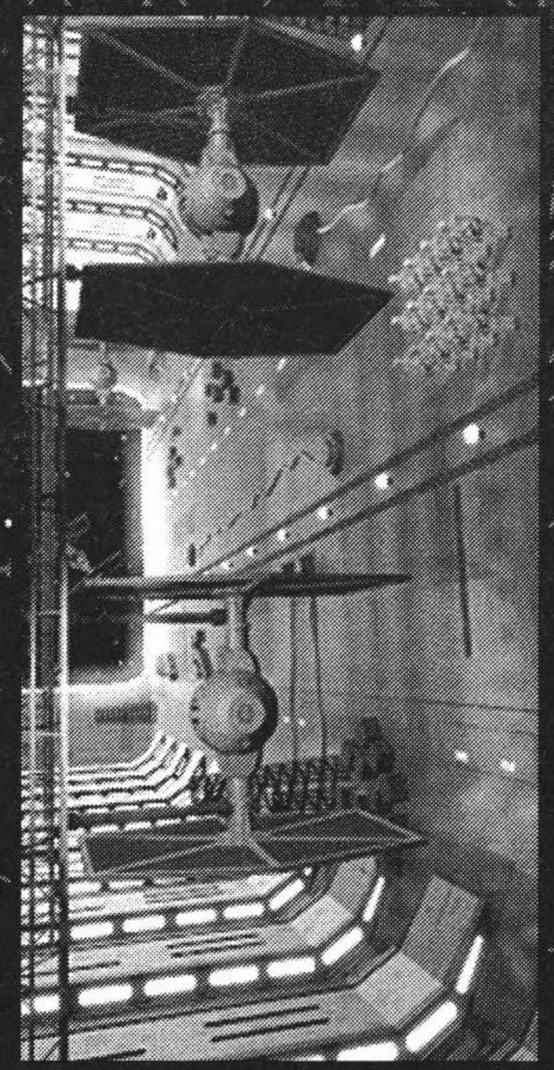
It seems like common sense, but it's important to remember: The more important the system, the better you must protect it. That means batteries, shields, and garrisons. With good numbers of each, your systems can defend themselves well against attack. The presence of a commander character also will help thwart enemy sabotage missions and help keep troops and shields safe.

Tip

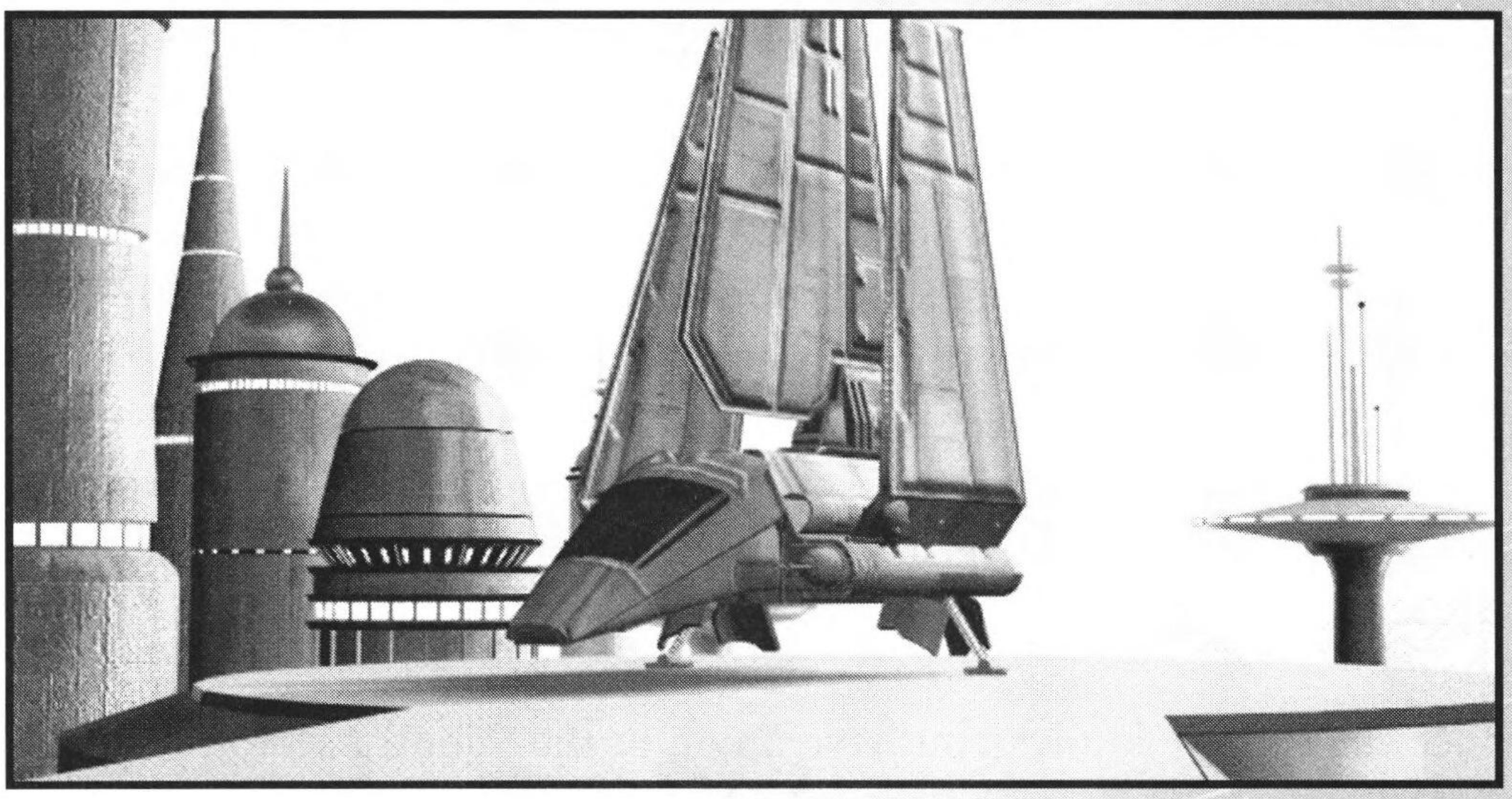
THE REBEL ALLIANCE EVENTUALLY CAN DEVELOP MON CALAMARI UNITS, WHICH HAVE THE GAME'S HIGHEST DEFENSIVE VALUE. THESE MAKE EXCELLENT GARRISON TROOPS: THEY'RE DIFFICULT TO BOMBARD OR DESTROY THROUGH ASSAULT.

Ship-to-Ship and Planetary Combat





Chapter 9
Playing as the Rebel Alliance



Playing as the Rebel Alliance

AS THE REBEL ALLIANCE, YOU START THE GAME IN AN INTERESTING POSITION. YOU'VE JUST HANDED THE EMPIRE A CRUSHING DEFEAT AT YAVIN, BUT YOUR FORCES ARE STILL TOO SPREAD OUT AND MEAGER TO STAND UP TO THE EMPIRE IN A STRAIGHT FIGHT. A COUPLE OF IMPORTANT TASKS FACE YOU AS THE GAME STARTS—FOREMOST, DISPERSING YOUR FORCES FURTHER TO PREVENT TOO MANY LOSSES FROM THE EMPIRE'S INEVITABLE ATTACK ON YAVIN.

First Steps

You may be disadvantaged by a lack of troops and ships, but you have a couple of significant advantages. You must press them for all they're worth as soon as the game starts.

Your first advantage is information. Your headquarters is located somewhere in the Rim Territories, so you start with information about a system the Empire knows nothing about. It's possible you'll start with your headquarters in the same sector as Yavin, but chances are you won't. Therefore, you'll have a head start in exploring two Rim sectors. You can also get to the Rim faster than the Empire can, so get a jump on exploration.

Since the Empire knows you have Yavin in the Sumitra sector, it's better to stay away from there, because the Empire knows to look for you there and could be on its way. It's better to go to a sector unknown to the Empire.

Another important area of advantage is your major characters. Have Han Solo, Leia, Luke Skywalker, and Mon Mothma conduct recruitment missions as soon as the game starts. Don't worry about the three on Yavin—the Empire can't get a fleet to the system fast enough to prevent you from recruiting a few people and still getting them off-system. Keep Jan Dodonna on Yavin for now. As soon as your exploratory fleet finds a suitable system for diplomacy, send him in. He's a capable diplomat and can probably gain that system's services for you. If he isn't doing well, send Leia after she finishes her recruitment mission.

Tip

REMEMBER, THE ALLIANCE IS STARFIGHTERS OUTCLASS THE EMPIRE'S SO USE THIS TO YOUR ADVANTAGE.

Wedge Antilles is another important character early on. He starts on Yavin, as well. Move him to the closest system with an orbital shipyard immediately. Wedge is a good commander, but his real use at the beginning of the game is in ship design research. If Yavin has a shipyard, keep him here.

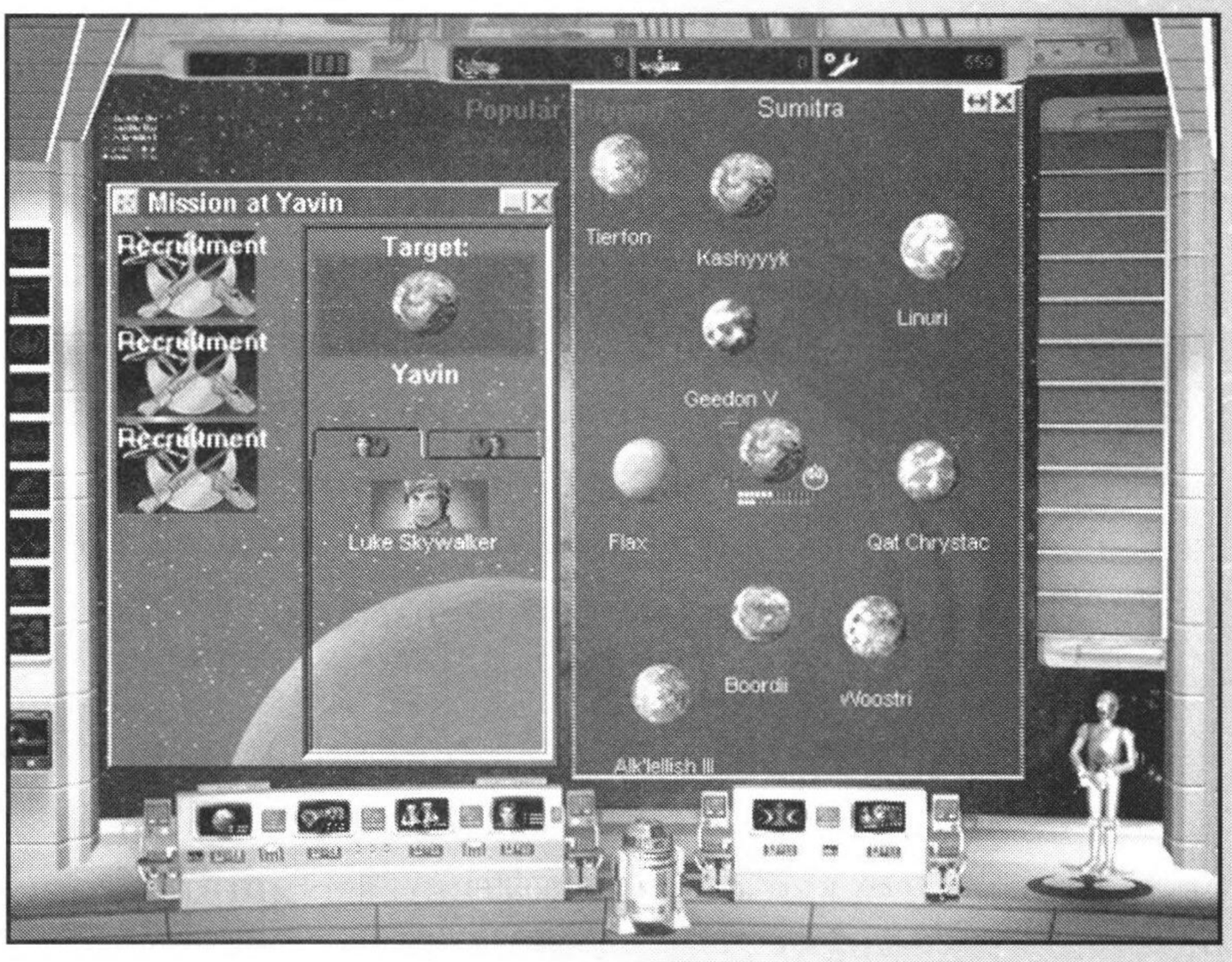


Fig. 9-1. The Rebel Alliance starts with a major character advantage. Have these characters recruit for you from the very start to gain a significant advantage over the Empire.

Next, determine exactly what you have at your disposal and what you still need. Set game speed to Very Slow and take time to check out your systems. You'll probably have at least one system in each Core sector as well as the two in the Rim. Get a piece of paper and a pen; you'll want to take notes on the systems.

Chances are slim that all your sectors will have the necessary elements of production. Find out where your construction yards are and set them to work on the facilities you need. First, have them produce needed items for the sectors they're in. Have any additional construction yards produce the construction yards, shipyards, and training centers you need for your two Rim systems.

See what troops, ships, and fighters you have. Using the same basic rule—building for their own sectors before building for the Rim—make sure each of your systems has a good-sized garrison of troops and several fighter squadron groups. For now, a garrison of two army regiments should suffice, as should a pair of X-wings or an X-wing and a Y-wing.

The benefit of building this way is that, by the time your training centers and shipyards have made units for all the systems in their own sectors, the Rim systems should have the necessary facilities in place, or close to it. The same holds true for the fighter squadron groups. After you've built your garrisons, set your training centers to producing your three Special Forces units—Bothan spies, infiltrators, and guerrillas. Send any Bothans you have at the start of the game on espionage missions to the closest Imperial system immediately. Send any Longprobe Y-wings you have at the start to investigate a system in an unexplored sector.

Your headquarters' location is important, too. It starts on a random system and can be resource-rich or not. You will have some infrastructure built up there. A good way to keep the Empire from finding your headquarters is to keep it moving, though it may take the Empire awhile to get close. Don't keep it there. The ideal headquarters location is a system with the potential for a lot of facilities. Don't worry much about production on this system, although a facility or two is fine. Use most of its facility potential for defensive batteries. Your garrison should be massive, as should the number of fighter squadron groups. You can't have too much defense.

You need to make a concerted effort at colonization in the early stages. This can be difficult with trying to bolster the systems you already have, but one of the keys to victory for you is building a network of systems as rapidly as possible. While you can do this in the Core, where the systems already have some infrastructure in place, your best strategy is to stick to the Rim.

Your advantage in the Rim is significant. First, the Empire has no ships, troops, or systems in the Outer Rim Territories, and it will take them a good amount of time before they have the matériel to spare to start investigating these sectors. And, since they are concentrated in the Core, preventing the Empire from expanding in the Core should be a key Alliance goal. Concentrate on taking over systems in the Core. When the Alliance has more resources, it should expand in the Rim. If the Alliance ignores the Core Systems and the Empire takes them all, the Empire would gain the upper hand.

Uninhabited systems are a good place to expand in the early going, because capturing them is quick and easy. While they have no infrastructure to speak of, taking them is as easy as putting a single military unit in place. Along with the basic necessities in the other sectors where you possess systems, your construction yards should immediately begin developing these systems. A second benefit to previously uninhabited systems is that once facilities are in place, you will have 100 percent support from the population, since the entire population is made up of people who are on your side.

Concentrate mostly on collecting systems with high potential for mines and facilities. Take everything in the Rim sectors you are already in that has the ability to hold 10 or more facilities. By the time the Empire starts investigating the Rim, you'll already have a good group of powerful, or at least potentially powerful, systems on your side.

Remember that building up the Rim takes a long time, and it can be frustrating to have to wait for the facilities to be put in place. However, the construction yards that are building for the Rim are under no such time constraints. As soon as a facility is finished, start building another one for the Rim. Start with construction yards, and as soon as these go online on your Rim systems, start them to work developing the systems you have

claimed around them. By the end of the first 200 game days, you should have at least three or four facilities built and on their way to your Rim systems, if not already in place and working for you.

Don't forget to use diplomacy in the Rim as well, though. The benefit to taking systems with mines and refineries already in place cannot be underestimated. Mon Mothma and Jan Dodonna should be able to get a system or two each in the first 100 days, and this will usually be enough to allow the production of the initial facilities you need.

You've made a good start. Ideally you've added a few characters to your stable, strengthened your systems, brought a few neutral or uninhabited systems into the fold, and started collecting information on the Empire. Getting to this point takes time, but after 100 days or so, you'll be ready for the next stage.

Grow Stronger and Look for Weakness

After constructing your systems' basic necessities, take another look around at your systems and characters. You may have a sector or two with duplicate facilities. Good. Now your construction yards can split its time between two important tasks: First, constructing refineries and mines for producing and maintaining your units and fleets. Second, once you've taken care of your Rim systems, is to start adding duplicate facilities.

A system with two training centers produces units twice as fast as a system with only one. For the game's future stages, you'll need systems that are centers of production, with multiple versions of the same production facility. This is most important for construction yards and shipyards. Your capital ships take a very long time to build, and halving that time

is tremendously helpful for getting more ships into the fleet. This proves very important as you acquire systems. More systems require more fighter squadron groups and more garrisons for protection. Duplicate construction yards are important, as well, because you'll need defensive facilities in place on the systems that are your centers of production, and this will allow for rapid deployment.

Critical Espionage

Keep running espionage missions with your Bothan spies. These units are far more important than the infiltrators and guerrillas right now. You must find the Empire's weak points. Although Imperial forces are larger—they have more troops, bigger fleets, and larger ships—they can't protect *everything* they have. You'll lose some Bothans, but you can replace them quickly. Every time an espionage mission succeeds, you learn more about that system as well as another in the Imperial fold. When your Bothans succeed, examine the systems they provide information on.

Tip

INCREASE THE SIZE OF THE GARRISON AND THE NUMBER OF FIGHTER SQUADRON GROUPS AT YOUR MAJOR PRODUCTION CENTERS. THIS GIVES YOU A BETTER CHANCE OF PREVENTING IMPERIAL BOMBARDMENT AND INVASION ON THESE CRITICAL SYSTEMS.

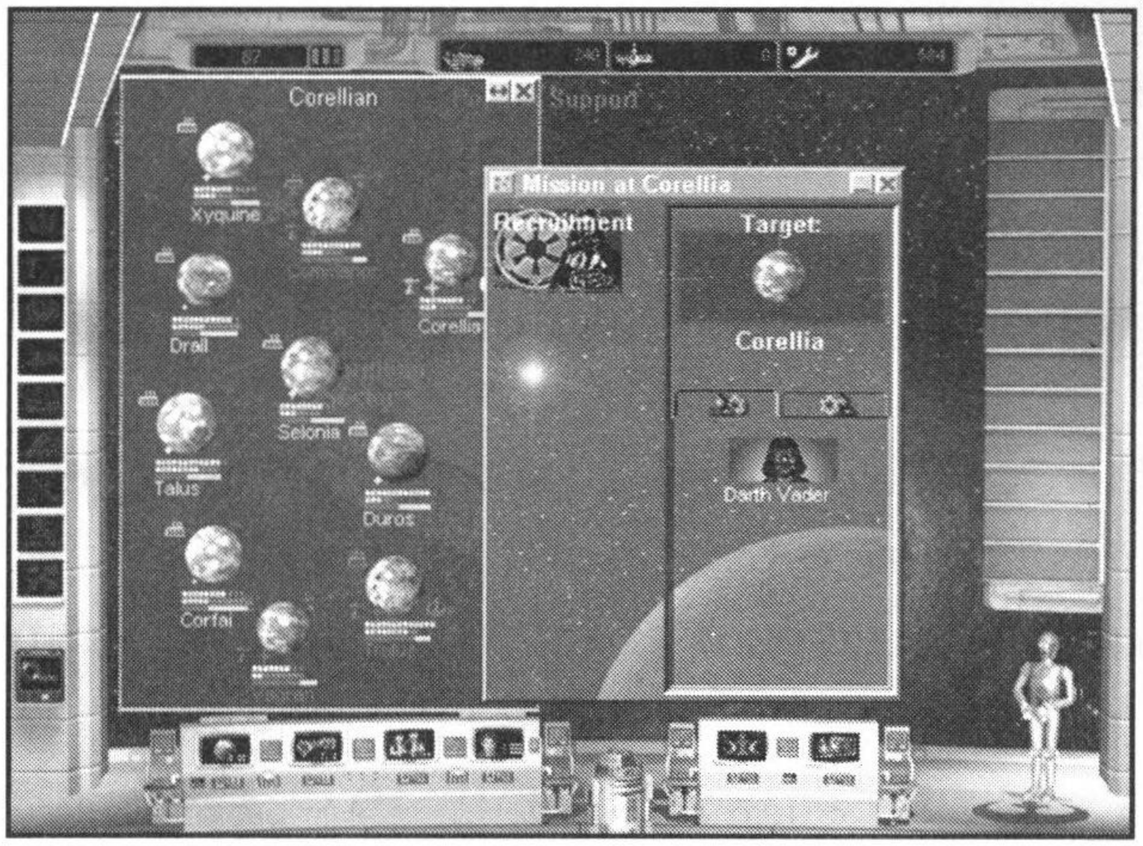


Fig. 9-2. Good espionage work has located Darth Vader on the loosely held system of Corellia. A couple of good strike teams could use this information with valuable results.

From the Alliance's perspective, the ideal Imperial system has few or no troops and is close to switching sides to the Rebel Alliance. Infiltrators, which you can build quickly and easily at any training center, can move in to sabotage the troops there or abduct characters. As your saboteurs reduce the garrison, you can send in guerrillas to incite an uprising. Don't stop your Bothans yet. Circumstances on these systems change constantly, and your information on an Imperial system is only as good as your last successful espionage mission.

Sabotage is especially important. Because you're limited in the ways you can attack the Empire, your sabotage missions will be a primary method of damaging it. Hit everything you can, concentrating on their warships and production facilities. Early destruction of a construction yard or two, or of a powerful warship, can prevent the Empire from expanding as quickly as it would like, and from menacing your systems. Although early sabotage can have dramatic results, striking at hard-to-replace or critical Empire facilities and units can do long-term damage to their cause.

Deploying Characters

Another important step now is to start moving your characters. Send Luke and Leia to other systems after they've recruited a few people. Send Leia to a Core sector where she can perform diplomatic missions on neutral Core systems; Luke should go to another system in the Sumitra sector. This gets him off Yavin, certainly the Empire's first choice for attack. And, when he reaches a different system, he can begin recruiting again.

Get Han and Chewbacca off Yavin, as well. Both characters are excellent choices for some missions, so move them to Core systems. Send Chewie to the same sector you sent Leia to, and Han to a different one. Han can recruit in this sector, and he'll be in position for sabotage and abduction missions as opportunities arise. Chewie will be in position to do the same.

Mon Mothma, back at Rebel headquarters, will have recruited a few people, too, hopefully. The exploratory fleet may have found a couple of good systems by now, and Mothma can undertake some diplomatic missions to bring more systems into the Alliance.

Ideally, you want characters running missions in every sector. When you recruit new characters, consider where you still need them, and ship them off to those systems.



Fig. 9-3. Here you can see the positive results of inciting revolt on Imperial systems: Corellia converts to the Rebel Alliance, and brings four systems with it. Han Solo's single-handed sabotage of three Imperial units fostered the uprising.

Unfortunately, as you build your infrastructure, you'll probably lose a few systems to the Empire. Some neutral systems will side with the Empire, and Imperial fleets will send devastating raids to other systems. As this happens, evaluate your losses and replace them with your construction yards. This is the main reason to keep several of each facility in sectors where you hold a number of systems. Your characters there can run missions to try and get these systems back.

Fleet Improvement

Around now, you must start building up your fleet. Your orbital shipyards hopefully will have supplied your systems with numbers of X- and Y-wings to assist in defense. Now they must change focus. First, you must develop several exploratory fleets—no more than a couple of medium transports that can carry troops and a diplomat to an unexplored sector. Two or more shipyards easily can handle production of these ships, and two or more training centers in the same sector can provide the troops.

Tip

IF THE EMPIRE INVADES ONE OF YOUR SYSTEMS, CHECK THE BATTLE RESULTS. THIS GIVES YOU A GOOD IDEA OF THE IMPERIAL GARRISON'S SIZE WITHOUT RUNNING AN ESPIONAGE MISSION. SEND YOUR INFILTRATORS TO SABOTAGE THE GARRISON, BECAUSE THE POPULATION PROBABLY WILL SUPPORT THE ALLIANCE.

Next, you need a main battle fleet. The Empire will have several of these throughout the galaxy, and until your defenses are in place, you have nothing to counter them with. This is a task for an entire sector's worth of orbital shipyards. You'll need several good capital ships—Nebulon-B frigates, Dreadnaughts, and Mon Calamari cruisers, if they're available. You'll also want several support ships, such as bulk cruisers and Corvettes, as well as a transport or two.

This fleet also will need troops for the transports and fighter squadron groups to defend it from Imperial TIE fighters. Don't forget these two important components. Finally, your fleet needs a capable admiral, and perhaps a general to command ground troops. Chances are you'll use this fleet only for ship-to-ship combat, but it's possible a sudden Imperial weakness will afford you an opportunity to attack on the ground.

For the most part, this fleet will build slowly toward one main goal—the eventual blockade and conquest of Coruscant. Defenses at Coruscant will be difficult. Build as many ships as you think you'll need for the assault on the Imperial base. Then add more. You're probably looking at four Star Destroyers or more, plus surface-fired ion cannon batteries.

Your shipyards also must make a few good ships just for systemary defense. You won't be able to stand up to a Star Destroyer with just a couple of Corvettes, but your ships at least can damage the Imperial fleet, slowing it down. You can take out fighter squadron groups of Imperial TIE fighters, as well. You can also use these ships to blockade loosely held Imperial systems while you ready missions to incite uprisings and destroy the small garrison with sabotage.

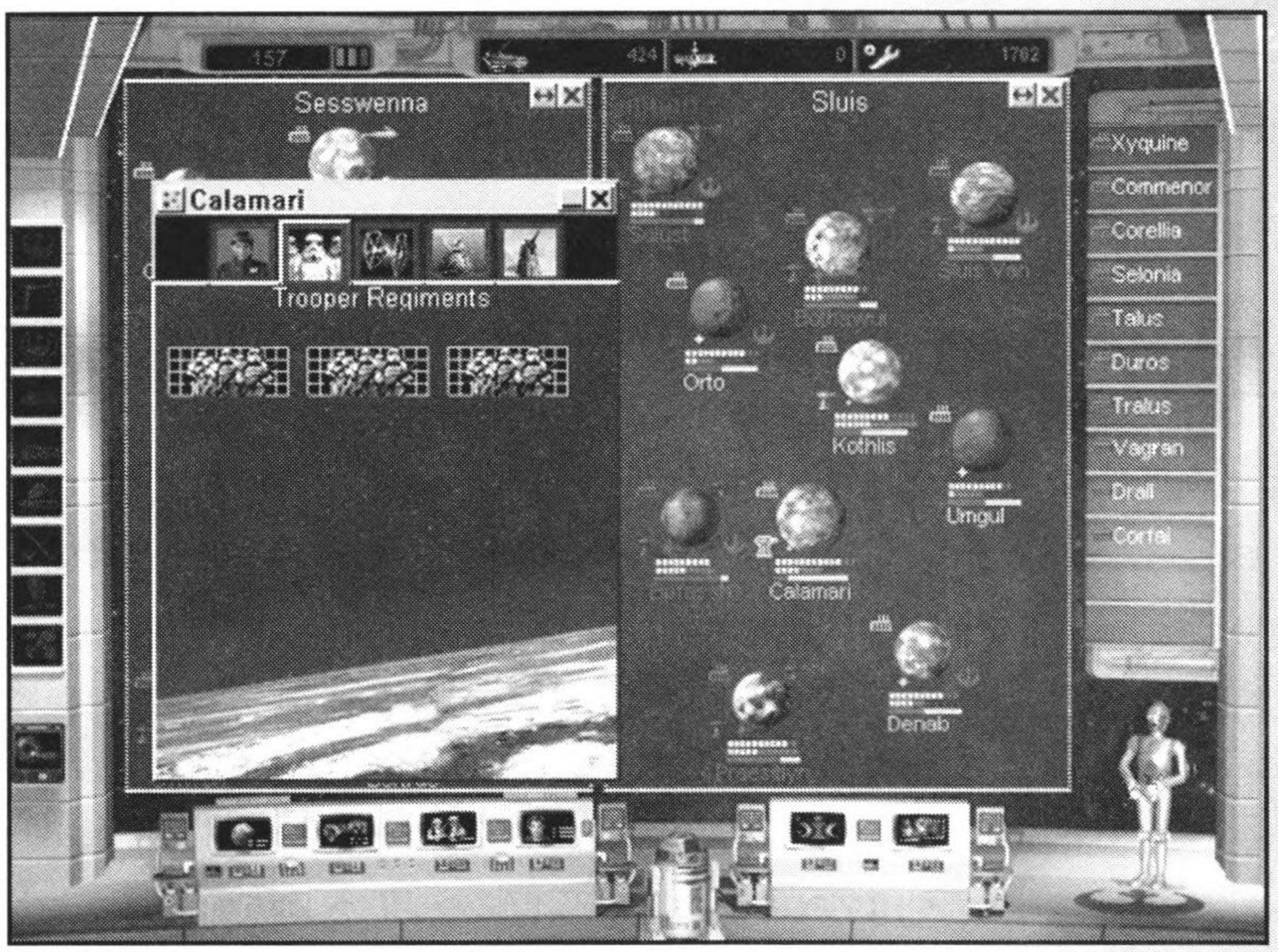


Fig. 9-4. Calamari appears loosely held: there's no garrison in place and it lacks a protective fleet. There also appears to be no Imperial fleet in the area. A blockade looks like a good idea.

Your shipyards' final task is to keep producing defensive fighters for your new systems and replace the fleet losses from Imperial attacks. Catching up is hard here. Your shipyards will be split a number of ways. But this goal is still important. If you manage to produce enough defensive fighters to

catch up, consider adding another fighter squadron group or two to each system. However, this should be your shipyards' lowest priority.

Moving Into the Core

With fleet improvement comes the ability to start challenging the Empire in actual combat with your ships. The earlier you can do this the better, since you can potentially catch the Empire napping if you develop strength more quickly than they think you can. Regardless, after a few hundred game days, you should have developed the ability to produce a few new powerful ships. With your construction yards producing multiple shipyards for key systems, your production of capital ships should be ramping up. It's time to take that production and put it to good use—by hitting the Empire in the Core.

Tip

DON'T FORGET ABOUT BUILDING NEW FIGHTER SQUADRON GROUPS YOUR SHIP-DESIGN RESEARCH MISSIONS DEVELOP. THESE CAN ADD A SURPRISE PUNCH AGAINST THE EMPIRE.

The best place to strike in the Core is in a sector other than the one containing Coruscant. If possible, strike as far away from Coruscant as you can, since this will increase the amount of time it takes the Empire to respond to this tactic. What you want is a sector with a relatively small Imperial fleet and at least one (preferably several) systems held against their will by large garrisons. This may seem like a lot to ask for, but in many games of Star Wars Rebellion, the Imperial fleet will still be thinly spread even 300 days into the game, and they will hold systems by force in virtually every sector they have invaded.

Mass the best fleet you can muster. This may strip you of some of the protection around your important worlds, but the results will be worth it. Bulk cruisers and Corellian Corvettes will probably make up the main part of this fleet, but a couple of stocked escort carriers and a Nebulon-B frigate

or two will be welcome additions. As you are amassing the fleet, prepare for the assault by gathering as much information about the systems in the sector as you can. Hunt around and try to find a system with a construction yard or shipyard being held against its will. Then, when you've gathered the information and the fleet, load up the ships with Special Forces units and move in.

You'll be blockading the target world with everything you have, which will naturally bring the Imperial ships in quickly. You need to hold your ground, which is why it's so important to have those escort carriers. Your fighter squadron groups are vastly superior to anything the Empire can throw at them, and they can help turn the tide of battle for you. If you have chosen the sector well, you'll have an advantage in ships and the Empire will withdraw. Disperse your fleet to blockade as many systems as possible and start to work running missions.

Your missions should be geared toward sabotaging the Imperial garrisons on the systems that favor the Rebel Alliance. At the same time, your characters and other SpecForces can run uprising missions to further damage the Imperial position. As the garrisons become smaller and smaller, uprisings will start across the sector. The major advantage of this tactic is that it will often spur popular support in your favor sector-wide, even with your efforts concentrated in one spot. Systems will begin to rebel, others will declare neutrality, and neutral systems may well join your side voluntarily.

Naturally, the Empire will send in a fleet after you. When this happens, try to gauge what they are sending against what you have. If the sides look even, or close to even, you can defend with the ships you have, possibly pushing the Empire out of the sector again. If they have mounted a substantial force against you, you can pull back, getting your ships, units, and characters out of the sector.

Even in this worst-case situation, you've handed the Empire a serious problem. A few of their systems will be in the midst of active uprisings, which halts production and requires an expenditure of time and resources to replace the destroyed units as well as the need for Imperial characters to subdue the uprisings. While this chaos is occurring, you can employ a similar tactic in another sector or further increase and solidify your holdings in the Rim. You can also play cat-and-mouse with the Imperial ships, retreating from system to system in the sector, always retreating and keeping your characters and SpecForces active on the Imperial systems.

In the best case, you can claim all of the systems in a sector peacefully, and since this sector is in the Core, all of these systems will have an infrastructure in place, allowing you to build up and protect them quickly. In any event, you'll be giving the Empire a list of problems to deal with, allowing you to expand across the galaxy and firm up what you have. By creating these problems, the Empire will have a much harder time sparing the ships, troops, and characters needed to find and root out your headquarters, and as the Rebel Alliance, time is your ally. The longer the game continues, the stronger you become.

In short, don't worry if the Empire comes in and reclaims the planets that you have converted to your side. It will take them a long time to fully recapture what you have taken and to repair the damage you have done, and the longer you can keep them chasing you around the sector, the more time you have to firm up the planets and protect them from Imperial assault. In larger galaxies, you can use this tactic to take entire sectors over and over, claiming more than half of the Core in a few hundred days. Not only does this strip the Empire of much of its resources, it also affords you the chance to build more and more in terms of ships, and gives you the muscle you need to take on their home system at Coruscant.

Maintaining Your Flexibility

Remember at all times that, until that moment when you can challenge the Empire face-to-face, you have your back to the ropes. This is why you must find and exploit even the smallest hole in the Imperial defense. You must become flexible—in terms of responding to Imperial threats and setbacks and, more important, in terms of moving quickly on any small gap in the Imperial armor.

You'll create and maintain a flexible facility in several areas; all will allow you to move quickly in response to Imperial aggression and afford you an opportunity to smash Imperial forces where they're weak. The two areas that concern you here are production flexibility and flexibility with your characters and Special Forces.

Flexible Facilities

This bears repeating: Any sector where you have several systems must have redundant facilities. Creating all the troops, fighters, ships, and facilities takes too long if you center production on a single system, and you leave yourself vulnerable to Imperial aggression if you don't have backups for each facility in each sector.

But this isn't always possible. In some sectors, you'll have only a couple of systems, and facility a shipyard, training center, and construction yard on both systems wastes your time. This is only important in sectors that have several Alliance systems. You must guard against the strong possibility that the Empire will move in with a fleet and conquer one of

Tip

ALTHOUGH IT'S NOT A PRODUCTION FACILITY, PREPARE TO MOVE YOUR HEADQUARTERS ON A MOMENT'S NOTICE. IF YOU SPOT AN IMPERIAL FLEET IN THE SECTOR WHERE YOUR SHEADQUARTERS SITS. MOVE IT TO ANOTHER STRONG SYSTEM IN A DIFFERENT SECTOR.

them. Should that happen, losing the only one of those three facilities you have in the area can mean losing the entire sector.

Look at it this way: If you have three systems in one sector, each with one of your three production facilities, and the Empire attacks, you *will* lose a critical facility, preventing new ship construction, new troop production, or the development of more facilities. On the other hand, if you take time to diversify your systems, putting two facilities on each of those three systems, losing one system will hurt, but won't cripple you. Especially in Core sectors, where you can't afford to have a system that does nothing but mine and refine raw materials, each of your systems should have at least one production facility. In the Rim Territories this is less important, but it's still the ideal.

Tip

RIM SYSTEMS ARE GREAT PLACES FOR PRODUCTION CENTERS, BECAUSE IT TAKES SO MUCH TIME FOR THE EMPIRE TO START SCOUTING HERE. THERE'S A GREAT LAG BETWEEN PRODUCTION AND DEPLOYMENT IF YOU SEND UNITS OR FACILITIES TO THE CORE, BUT YOU'RE LESS LIKELY TO LOSE THESE VALUABLE SYSTEMS UNTIL NEAR THE END OF THE GAME.

Naturally, this takes time. A single construction yard takes 80 days to build and deploy an orbital shipyard, plus the time it takes to move the yard to another system if you're deploying it elsewhere. But Star Wars Rebellion isn't a brief game. Games in even the smallest galaxy will take many game months, so take time early on to build this flexibility into your system. The Alliance survives only because it can react quickly to changing situations and volatile Imperial moods. You must duplicate this attitude in your facilities.

Flexible Units

Perhaps even more important than facility flexibility is flexibility with characters and Special Forces. Bothan spies, infiltrators, guerrillas, Longprobe Y-wings, and characters can do little for you just sitting on a system. Although some characters offer the benefit of

improving the performance of your defensive ground troops, many don't. Keep these units busy on missions, replacing losses with production from your training centers.

Again, keep the Bothans active. Even if you have information on every Imperial system in the galaxy, keep them running espionage missions. As circumstances change on Imperial systems, you must stay informed of troop and fleet production and movement and, more importantly, the whereabouts of Imperial characters. The Empire moves its troops around, often having fleets stop by a system and take on new troops for potential invasions. If you're aware of these movements, you'll be better prepared to face approaching Imperial fleets, better informed about their contents, and ready to move against Imperial systems that have dropped their defenses.

At the same time, keep your recon Y-wings flying out to the Rim sectors. They do no good sitting around waiting for their next mission, and their usefulness for scouting Imperial systems is sketchy at best. As soon as a Longprobe returns from a mission, turn it around and send it to another system. Keep Longprobes moving and exploring.

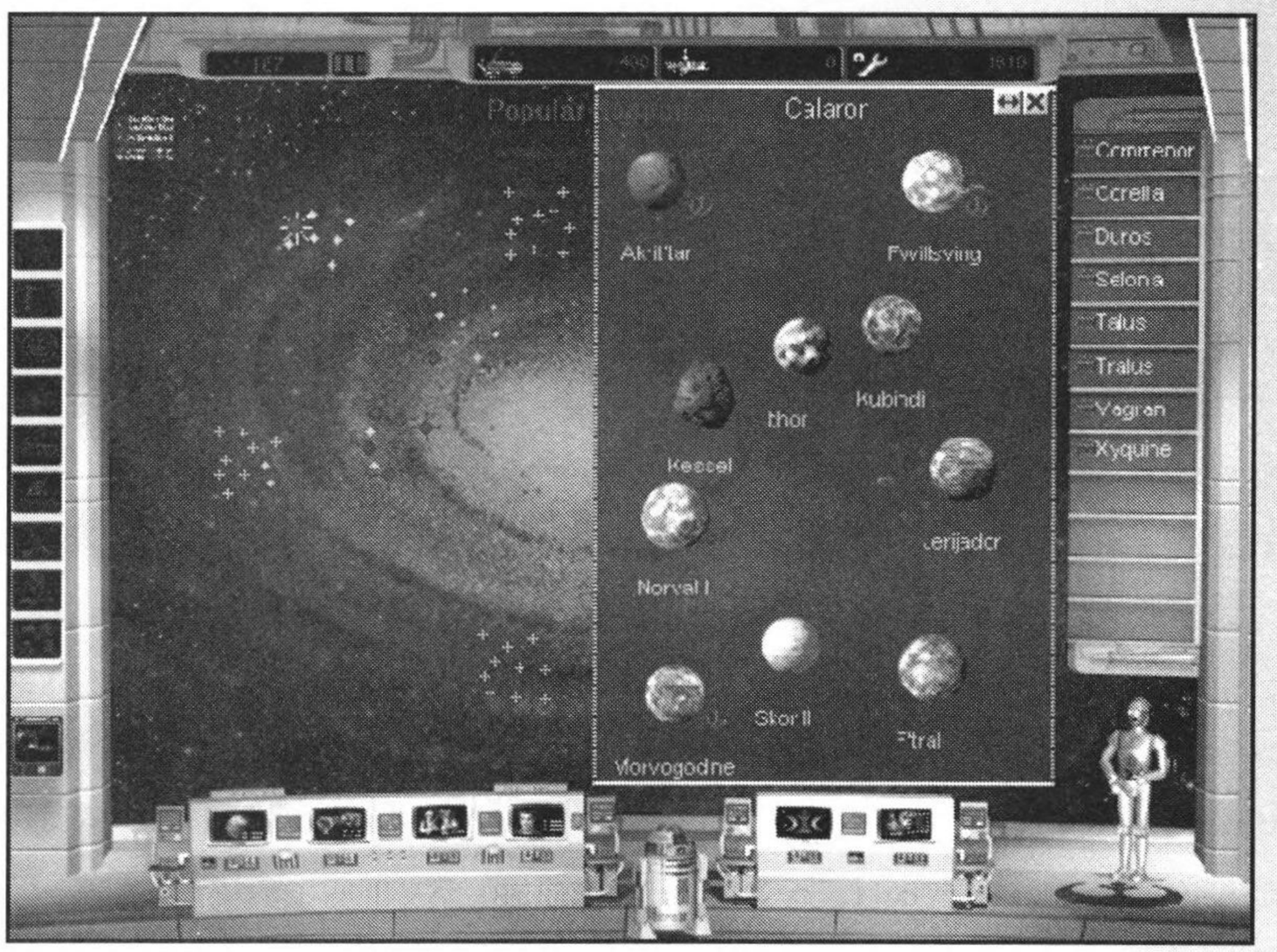


Fig. 9-5. If you can't spare a fleet to scout new sectors, create Longprobe Y-wing reconnaissance teams. This is slower, but any information has value.

The idea of flexibility with your SpecForces resembles that of flexibility with facilities: don't keep all your Bothan spies on one system. Create several units and station them at different systems around the sector. This allows you to get them to nearby Empire-held systems more quickly and prevents you from losing your entire spy network to one Imperial attack. The same holds true for characters. Keep them moving and keep running missions. House your recon Y-wings on multiple systems in case a system falls to the Empire.

With this level of flexibility, you can capitalize on the Empire's mistakes. Imperial forces have few diplomats, so neutral systems that fall to diplomacy will have only a few characters in place. Two of these are Palpatine and Vader. With good characters and Special Forces already in the area, you have a good chance of getting in and taking them.

Tip

SINCE SPECIAL FORCES UNITS BUILD SO QUICKLY, IT'S EASIER TO BUILD LARGE NUMBERS AND DISPERSE THEM TO THE OTHER SYSTEMS IN THE SECTOR ALL AT ONCE. THIS WAY, INSTEAD OF HAVING TO GO THROUGH THE PROCESS OF BUILDING AND REROUTING EACH UNIT, YOU CAN TAKE CARE OF EVERYTHING AT THE SAME TIME.

Going for the Kill

You've built up your infrastructure so it can handle losing a system, or even several systems. You're maintaining flexibility with your Special Forces and characters so they can react to both emergencies and opportunities. You've built powerful fleets to protect your systems and have created one expressly for attack. At some point, after your uprisings have turned systems to your side and the Empire's depredations have forced even those systems held by Palpatine's minions to support you, it's time to go in for the kill—capture Palpatine, Vader, and Coruscant to meet the Alliance's victory conditions.

It's possible you've captured one or both key characters before now, if you found them on lightly held Imperial systems. If not, you must keep your spy network active in hopes of discovering their whereabouts. Palpatine tends to stay in Imperial City on Coruscant. Vader generally travels from sector to sector throughout the galaxy, as the need arises. Keep your fleets moving among the Rim's neutral systems at this time, and keep your recon ships going back and forth to Rim systems to monitor their continued loyalty. Any enemy-held system is a possible hiding place for Vader or Palpatine.



Fig. 9-6. Enemy systems close to uprising often will provide you with additional resources at the Empire's expense.

The attack on Coruscant is the key here. Losing Coruscant does more than simply eliminate the seat of Imperial power. Coruscant is the Empire's most heavily guarded system. Your taking it will cost them huge numbers of troops and a sizable fleet—more than the Empire probably can withstand at this point in the game.

When the time comes to attack Coruscant, move in with your battle fleet. Send in other, smaller fleets, as well. These other fleets should move to

blockade other Imperial systems in the sector, preventing Imperial retaliation after you blockade Coruscant. Before your main battle fleet heads out, load up a few good characters. You won't assault the system directly until after you weaken its defenses significantly.

Once other Imperial fleets in the area are engaged with your smaller fleets, move your main fleet into position around Coruscant. Bring in any other fleets in the sector that have finished scouring the area for Imperial ships. Your fleet can't be too big at this point.

Once the Imperial fleet is out of the way, it's time to take care of the system. You may have troops ready to head down to the surface, but don't go yet. First, use your characters to sabotage Imperial defenses. Taking out ground troops is important, but don't forget about their defensive batteries. You must knock these out for a better chance to get in and take the system. If Palpatine is there, send in some powerful characters to capture him before you begin your assault. You can try to assault and take over Coruscant while Palpatine or Vader are there. You may capture them during the assault if you are powerful. Because of their high leadership ratings, there's a good chance they'll escape to another Imperial system, but you can hunt them down.

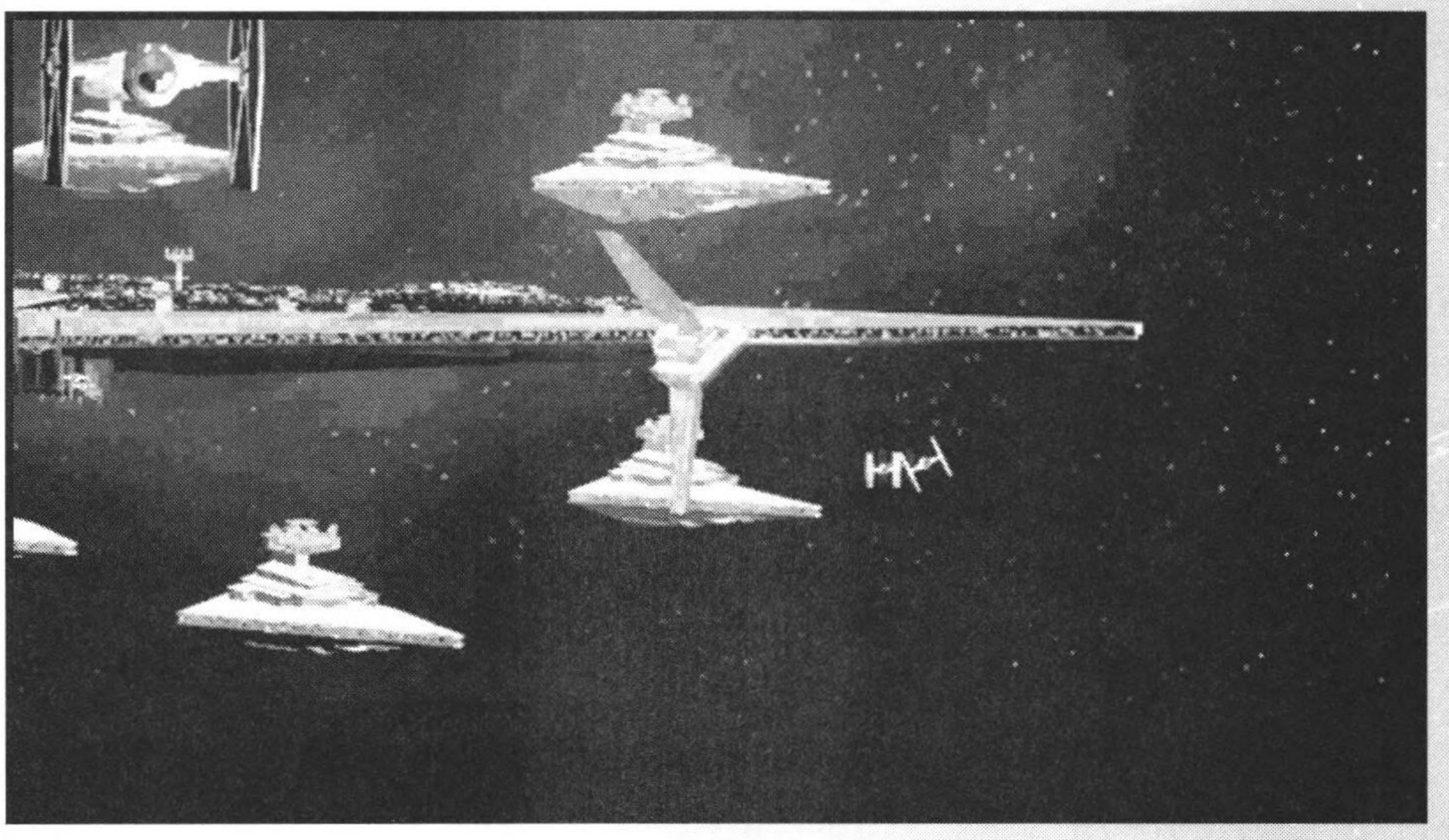
With Coruscant gone, winning is simply a matter of hunting down Vader and Palpatine (if you haven't already). Take the same fleet you used to assault Coruscant to the remaining Imperial systems. Again, keep your Bothans active for news on the whereabouts of these Imperial forces characters. When you find them, move in and attack.

Note

USING CHARACTERS ON ORBITING FLEETS IS MUCH QUICKER THAN USING CHARACTERS BASED AT NEARBY SYSTEMS. BECAUSE THEY'RE ALREADY THERE, YOUR CHARACTERS CAN RUN MISSIONS AND RETURN IN JUST A COUPLE OF GAME DAYS.

Characters and Missions

Chapter 10
Playing as the Empire



Playing as the Empire

THOUGH THE STARTING CONDITIONS OF BOTH SIDES ARE RANDOM FOR EACH GAME, THE EMPIRE PLAYER CAN START WITH ADVANTAGES. YOU GENERALLY HAVE SEVERAL POWERFUL SHIPS, MANY GROUND TROOPS IN PLACE, AND A SIZABLE INFRASTRUCTURE OF MINES, REFINERIES, AND PRODUCTION FACILITIES. ALTHOUGH THE REBEL ALLIANCE HAS JUST HANDED YOU A SIGNIFICANT DEFEAT AT YAVIN, IT MAY BE TOO WEAK TO OPPOSE YOU IN MOST INSTANCES (THOUGH NOT FOR CERTAIN). YOU MUST ACT QUICKLY AND DECISIVELY TO COUNTER THE EFFECTS OF LOSING THE DEATH STAR AND PUT THE ALLIANCE BACK IN ITS PLACE—UNDER YOUR HEEL.

First Actions

The Rebel Alliance does have a few advantages over the Empire when the game starts—a headquarters on a system the Empire doesn't know about, more characters who can recruit, and better diplomats. Another slight advantage, information, is the only one that should concern you. You must begin gathering information about the Rebel Alliance as quickly as possible. Because you have a vast manpower advantage, discovering key elements about the Rebel Alliance will make for a quick victory.

Note

MANY PLAYERS WILL WANT TO SIDE WITH THE REBEL ALLIANCE AT FIRST, BUT THE EMPIRE IS A BETTER CHOICE FOR BEGINNING PLAYERS. ITS ADVANTAGES OVER THE REBEL ALLIANCE SUITS IT TO PLAYERS NEW TO STRATEGY GAMES.

Before you can worry too much about this, though, you have a few other things to take care of. Check out your systems and find all your characters. Set Darth Vader to recruiting regardless of where he is, and do the same with Emperor Palpatine on Coruscant. Veers, who always starts as a member of your staff, is capable at troop training research, so get him to a system with a training center and set him to work. Then find Jerjerrod and Piett, both capable diplomats. Once Vader has recruited a couple of characters for you, you'll want to use him for additional diplomacy missions, but in the initial going, recruitment should be where he places his efforts.

You hold many of your systems against their will, so move Jerjerrod and Piett to these systems to conduct diplomacy. You won't gain new systems this way, but you will cement ties with the systems you already have. Keep the diplomats working until the systems support you; then move them to the next obstinate systems.



Fig. 10-1. Darth Vader is best used for recruiting, but the political situation on Firro is sticky. A little tact can shore up Firro's loyalty, making it a more stable base of operations.

One of the odd Imperial benefits is the nature of the systems it holds, as well as how the Alliance reacts to them. Garrisons on systems you hold against their will already are large enough to keep the peace. Your other systems are in good standing with the Empire and don't need garrisons. (This is also true for the Alliance.) The fact that the Rebel Alliance suffers a blow to its reputation if it openly attacks your systems virtually guarantees the safety of your systems in the Galactic Core. (This is also true of the Empire.)

So your training center production generally can steer away from producing regular troops and start building Noghri death commandos, Imperial commandos, and espionage droids—*especially* espionage droids—instead. These are quick to build, and as they head off on missions, you can turn your production to the two commando types.

Send the espionage droids to any Rebel systems in the Core. Chances are fair you'll lose some of these droids, so keep at least one training center at work on them so you can keep them coming. Don't send any recruited characters; they're too valuable to spend on espionage.

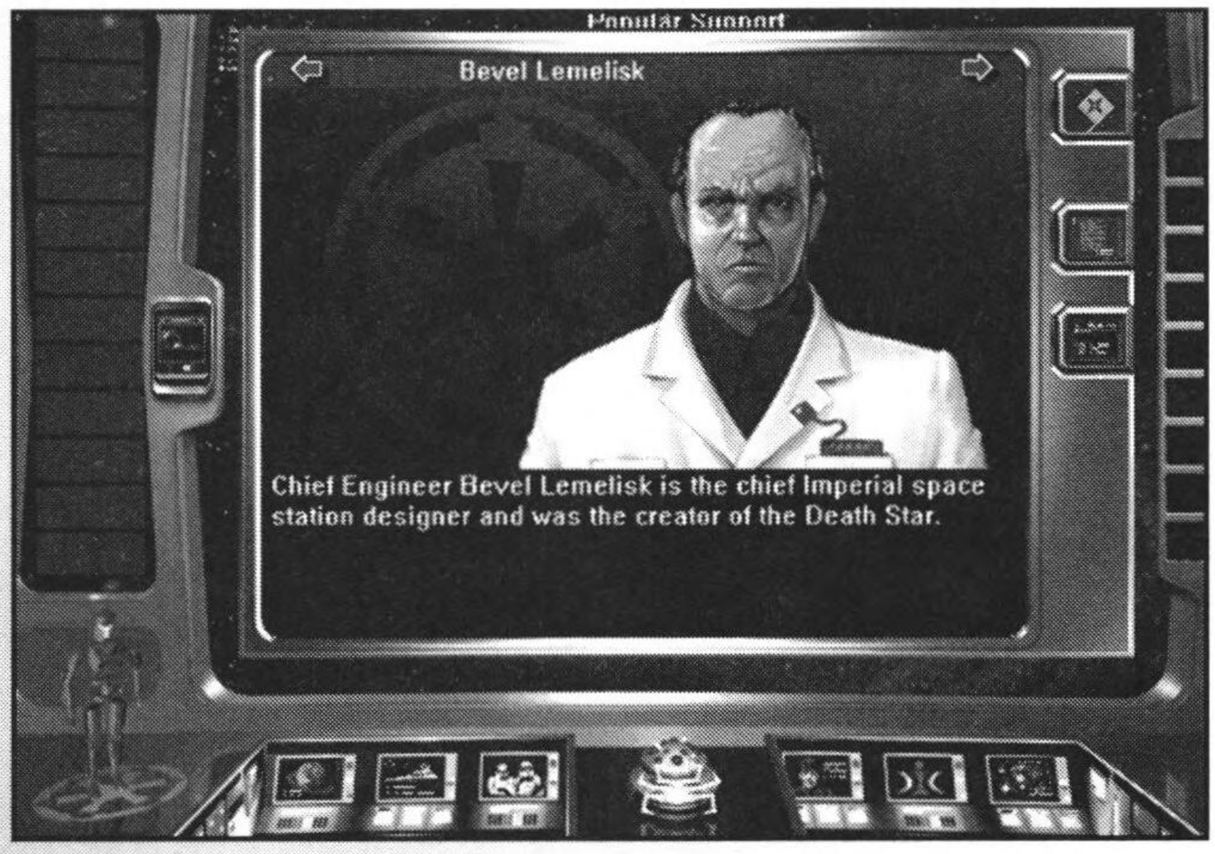


Fig. 10-2. Bevel Lemelisk is a valuable addition to your forces. He's capable of troop training, facility design, and ship design research!

Next, find your best two fleets. If you haven't any sizable fleets yet, build some by combining a Star Destroyer with a few other ships. Load them with TIE fighters and ground troops. Save room for a few Imperial commandos, and include a good admiral in each. If you've recruited characters with good combat skills, include one on each fleet, as well. Possibly you'll be able to make only one powerful fleet at this point. That's OK.

In any event, send your best fleet to Yavin immediately. Make sure it has at least four ground units, at least two Special Forces units, an admiral, and another good character with quality combat and espionage skills. The other fleet will hang tight for a little while, slowly gathering force. This second fleet needs an escort carrier filled with TIEs, at least one Star Destroyer, and anything else you can get.

As your fleets build, check your production infrastructure. Chances are good you'll have one of each facility type already in place in each Core sector. If not, start producing what you need to get every sector up and working. All your shipyards should start building capital ships and fighters. Any construction yards not building facilities to meet sector needs will acquire new tasks. In fact, after Vader has recruited a character or two for you, he's the perfect choice to have converting neutral worlds with the facilities you need.

Because its powerful ships take longer to build than the Rebel Alliance's, maintaining multiple facilities at the same system is even more important for the Empire. Any idle construction yards should start building duplicate facilities. Find systems with production facilities and space for new facilities and start building duplicates, especially shipyards. A system with four orbital shipyards can churn out Star Destroyers four times as fast as a system with only one—a very good thing.

If you have other fleets, move them carefully into position around Rebel systems as blockades. Take care, but don't worry too much: the Rebel fleet probably will be weak at this point, and most of your ships are a match for most of its. Retreat if you need to; otherwise do what you can to slow their production.

Keep a sharp eye out for systems in the Core that convert to the Rebel Alliance. The best diplomats the Rebels have are Mon Mothma, who you need to capture, and Leia Organa, who you need to stop. Neutral systems that join the Rebel Alliance are likely to have been spurred by one of these two characters, particularly by Leia since Mon Mothma tends to stay in the Rim. When a system does join the Alliance, respond immediately with a powerful fleet. Blockade the world and run espionage missions. The chances are good that Leia will still be on the system, and a few quick abduction or assassination missions can temporarily get her out of the way quickly. With its most powerful and adept diplomat captured or injured, the Rebel Alliance will have a much harder time converting neutral systems. Note: Leia cannot be killed so you can't "take her out." This will not only keep their power facility smaller, it will give you more opportunity to convert those choice systems with your own diplomats.

Even if Leia or Mon Mothma has moved to a different system, the chances are excellent that either is still in the same sector. Freshly converted systems are ripe for espionage, since there is usually little in place to block your

agents. A few missions should offer clues as to the locations of these characters. One or both can often be pinpointed in a few hundred days, and a serious blow can be dealt to the Alliance.

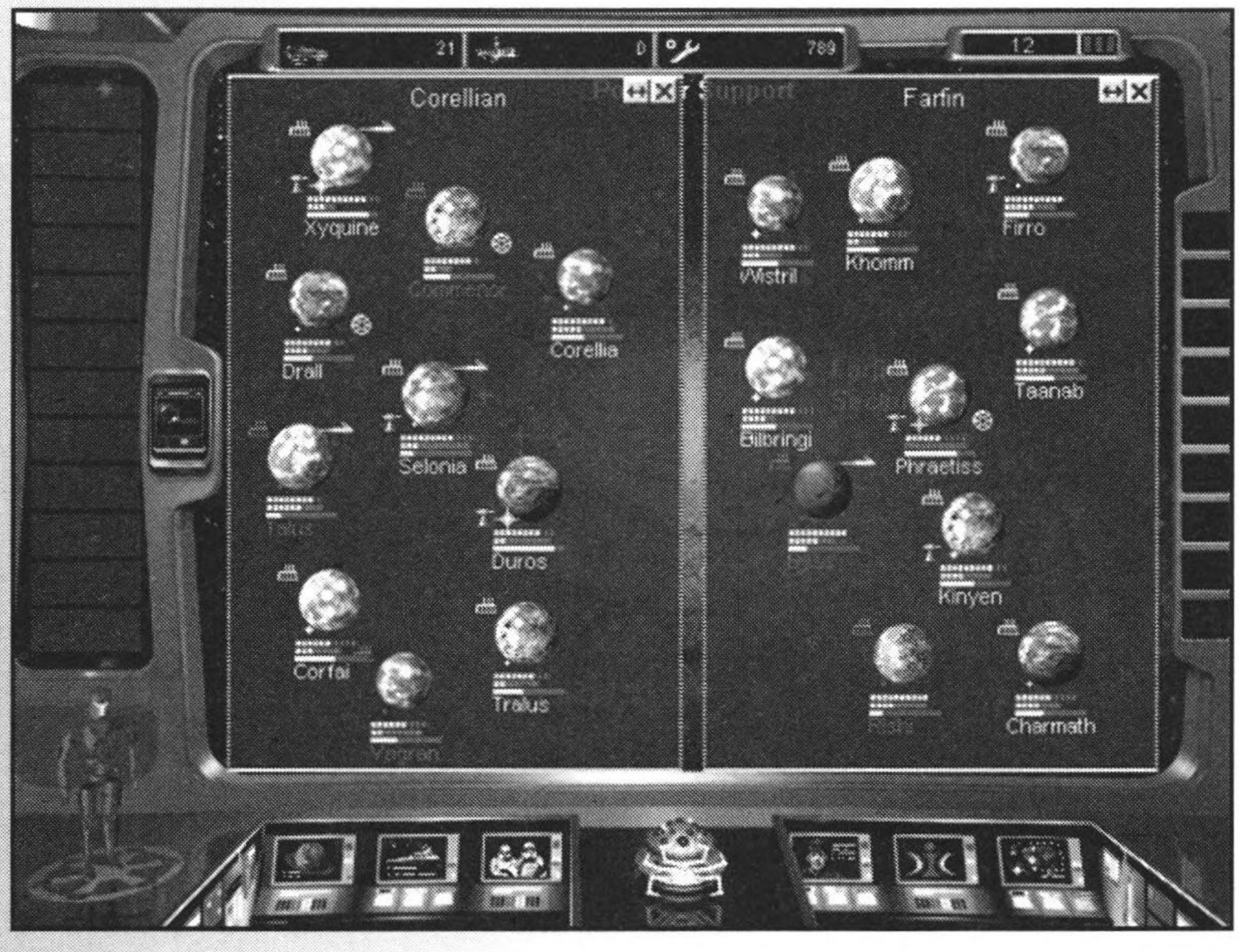


Fig. 10-3. As early as day 12, the Imperial fleet has moved to blockade Talus and Byss. The Rebels must move ships in quickly to defend these systems or they'll suffer decreased production there.

Chapter 10

Fighting Fire with Fire

The way to beat the Rebel Alliance quickly and cleanly is to play their game. You'll have excellent results if you act as the Rebel force does rather than as the hulking, powerful Empire. Resorting to hit-and-fade tactics and sabotage may seem like a contradiction, but it's exactly what you should do, and for a number of reasons.

Because the Alliance infrastructure is smaller than yours, any way you can affect it hurts the Rebels more than the same loss would hurt you. Destroying a Rebel construction yard sets the Alliance back terribly. Losing even a mine or an X-wing damages its overall facility, and it's less able to replace them.

In fact, this is the best use of those blockading fleets you have created. Any characters and SpecForces units capable of running sabotage missions should hammer at the Rebel Alliance systems in the Core, even if you don't have enough people to effectively hold another system against its will. Rather than looking for systems to conquer, look for systems to destroy. Sabotaging the production facilities at several Alliance systems will force the Alliance to spend valuable time and resources replacing the lost facilities, and resources spent in this way are resources that aren't developing ships to compete with your fleet.

More important, acting this way is safer for your overall facility. Instead of invading neutral systems and holding them against their will, you can keep a strong base of systems loyal to your cause and difficult for the Rebel Alliance to subvert. By acting like them, you eliminate a number of their weapons and still remain in an overall stronger position.

With regard to sabotage, earlier is better. Taking out a construction yard when the Alliance controls only two cuts their ability to produce facilities in half. Taking out a construction yard when the Alliance controls 10 hurts, but not nearly as much. The first 50–100 days of the game should be spent getting your SpecForces into Rebel Alliance systems and destroying as much in the way of production as they can. This can cripple the Alliance to a point where they can never catch up.

Hitting Where It Counts

Again, Rebel infrastructure is fragile. Every Alliance facility is important to its overall health, and it can't withstand losing even a mine nearly as well as you can. This is why your Imperial commandos are so important, and why you should run espionage missions to Rebel-held systems almost constantly. Many Alliance systems start out fairly weak in terms of troops and defensive facilities. This gives your espionage units a much better chance of sneaking in and gathering information.

When you get data on an Alliance system, it's time to start your sabotage missions. Destroy everything you can find at these systems. Hit production facilities, defensive batteries, fighters, and military units first. In fact, try to take out everything that could stand in the way of future missions to the system. Take out all military units with sabotage, using characters and Imperial commandos. Send your Noghri death commandos to abduct or assassinate Rebel characters, further softening the system. As with early missions of this sort, sabotage is important. Taking out characters is good, but taking out production is vital.



Fig. 10-4. Good espionage has revealed Princess Leia's whereabouts. The Imperial fleet's swift maneuvering makes for her capture, preventing her from recruiting and running diplomacy missions.

After taking out the military targets, keep running sabotage missions and destroy the system's refineries and mines. Anything you can do to prevent the Rebel Alliance from matching your production is all to the good. Keep at it until the system is devoid of facilities.

This strategy also makes it easier to run successful espionage missions at this system. You won't learn much new about this system, but you'll acquire information about other Rebel-held systems.

Additionally, run assassination missions in preference to abduction missions. When a character is abducted, he or she can always be rescued or escape. However, a character killed won't come back to haunt you later. Note that you cannot kill Luke Skywalker, Princess Leia, Han Solo, Mon Mothma, Darth Vader or Emperor Palpatine. These characters can be injured, however.

True Espionage

Although running constant espionage missions to as many Rebel-held systems as possible will keep you informed about their troop movements and character locations, you can always learn more. One critical piece of information you can acquire is the location of Rebel headquarters.

Successful espionage gives you all the pertinent information about a system, including where the facilities and materials it produces are going. Stay on your toes. Every time an espionage mission succeeds, check out all the systems you've learned about. See what's being built on those systems, and, more important, where those facilities are headed. (If you don't recognize the name of the system, there's a good chance it's somewhere in the Rim.)



Fig. 10-5. The Rebel construction yard on Svivren is producing an orbital shipyard for Algarian, located in the Dufilvan sector in the Rim. This early in the game, chances are good this is Rebel headquarters, or at least that the Rebels have their headquarters somewhere in this sector. Your fleet should embark immediately.

When you find a Rebel system constructing ships, units, or facilities for a Rim system other than Yavin, chances are good it's either the Rebel headquarters or in the same sector as the Rebel headquarters. The second fleet you constructed at the start of the game now comes into its own. Send it at once to the suspect system, making sure you have a good stock of troops, starfighters, and several large ships. One good Star Destroyer and another *Victory*-class Star Destroyer, with support ships such as escort carriers, should do nicely. Include good characters to run missions on the system in question.

Caution

DON'T LET SENTIMENT GET IN THE WAY OF OPPORTUNITY. YOU MAY LOVE FAMILIAR CHARACTERS SUCH AS HAN SOLO AND CHEWBACCA, BUT AN ASSASSINATION ATTEMPT CAN INJURE THEM AND SET BACK THE ALLIANCE. (YOU CANNOT ACTUALLY KILL LUKE SKYWALKER, LEIA ORGANA, HAN SOLO, OR MON MOTHMA.)

As your fleet embarks to the suspected site of the Rebel headquarters, send all your probe droids there to scout as many systems as possible, starting with the one that you know is an Alliance system. If you want a staging area before you begin your assault, move your fleet to a different, nearby system in the sector and drop a military unit on it to claim it for the Empire. Start an idle construction yard or two building here so you'll have a base of operations in the same sector as Rebel headquarters. This gives you a far better chance of locating it if it isn't on the suspected system.

At this point it's important not to overtly attack Rebel systems in the Core. Although doing so certainly can and will take valuable resources from the Rebels, you'll lose your main sources of information. It's greatly to your benefit to have a number of weak and easily infiltrated Alliance systems nearby so you can continually gain information about its other systems. Continue blockading them on occasion, and bombard them to keep their production down, but let the Rebels hold them for now.

Diplomacy in the Rim

With the systems you hold against their will turning to your side thanks to your characters' diplomatic missions, you can start pursuing other objectives with these characters. Send them to neutral systems. This eliminates potential Alliance headquarters sites and adds to your own growing infrastructure.

Tip

RUNNING MISSIONS ON BLOCKADED SYSTEMS IS ESPECIALLY BENEFICIAL, BECAUSE YOUR CHARACTERS GENERALLY WILL RETURN TO YOUR FLEET RATHER THAN A SYSTEM AFTER EACH MISSION. THIS REDUCES TURNAROUND TIME BETWEEN MISSIONS DRAMATICALLY.

As you do this, keep your probe droids scouting around the Rim. If you have a spare fleet, or even just a ship with a few military units on board, send it off to an unexplored Rim sector, preferably far from both the Yavin sector and the sector you suspect holds Rebel headquarters. You're seeking a system to do some major manufacturing on, and for this you'll need several good systems in one area.

Diplomacy missions figure in here, as well. Once your own systems are more firmly in your grasp, you can run some diplomatic missions at the Rim to convert systems here. Because the Rim is undeveloped, it offers tremendous opportunities.

If you prefer, you can keep your diplomats working the neutral systems at the Galactic Core and simply take over systems in the outer reaches. This generally requires that you have a powerful leader on the fleet doing the exploring and conquering, because you'll probably have to put down a few uprisings. Your goal is to take over four or five good systems in one Rim sector. Five is ideal, but if only four good systems exist there, take them and the next two best systems.

Massed Production with One Goal

You're about to create a real nightmare for the Rebel Alliance. After you select a Rim sector to develop, plant a couple of construction yards on the first system you take over. Start several of your Core System construction yards building these construction yards. Obviously, if you can find a Rim system that already has a construction yard, it's to your benefit. Eventually, you want at least four construction yards centered here.

As your Rim construction yards come online, set them to work building orbital shipyards on another Rim system. Again, you want as many shipyards there as possible. The system you're developing with shipyards will be the sector's key system, so it should be the system with the most potential. You need at least a half-dozen shipyards here, and if you have the technology for advanced shipyards, so much the better. Keep building shipyards; leave room for some additional facilities, but the more shipyards, the better.

Your third system here should have a couple of training centers, and perhaps a single construction yard. This system is your lowest priority right now, but it's still important. Take up any extra room here and on this system in the sector with your main construction facility with defensive facilities and an occasional mine or refinery. Throw a shipyard onto one of these systems, as well. You'll devote the last two or three systems you claim here exclusively to mines and refineries. You'll need as much added production capability as you can get. Slowly expand in this sector to other systems as these two or three fill with facilities.

Tip

USUALLY, YOUR SPARE SHIPS WILL CONDUCT THIS SORT OF EXPLORATION AFTER SEVERAL HUNDRED GAME DAYS. THIS IS TO YOUR BENEFIT, BECAUSE IT GIVES YOU TIME TO DEVELOP ADVANCED MODELS OF YOUR PRODUCTION STRUCTURES SO YOU CAN MEET YOUR GOALS FAR MORE QUICKLY.

As soon as the first orbital shipyard in this sector comes online, start developing a real nightmare for the Alliance: You'll use all this sector's production and resource capabilities to create a new Death Star.

Building the Death Star

The Death Star takes a very long time to develop, which is why you want so many shipyards at the same place. It takes more than six game years for a single shipyard to construct a Death Star, but only about nine months for ten shipyards on the same system to build it together. If you have advanced shipyards, the time is further reduced, because they are capable of production at a rate twice as fast as a normal shipyard. The system that will be building the Death Star should have only a Death Star shield, a GenCore shield, or GenCore II shield in addition to the shipyards. This will allow you to churn out the Death Star quickly and get it into action against the Rebels in just a few hundred days.

In addition to creating garrison troops for the systems you claim, your training facilities will develop the stormtrooper and other units you need to populate this Death Star, and your additional shipyard will develop the TIE fighter squadron groups this battle station will house.



Fig. 10-6. With the Rebels kicked off Algarian and Womrik, production on the Death Star at Gamorr can begin. There are only four shipyards there now, but six more are in production. The Death Star shield will keep the station safe for the time being. Meanwhile, facilities on Ord Trasi and Algarian will stock the new battle station with troops and TIE fighters.

This system will need a sizable garrison to protect what you're building. To keep facilities efficient and make the best use of space, when advanced shipyards become available, scrap your old ones on the system constructing the Death Star one at a time and replace them with advanced facilities. You won't lose much time scrapping one outdated facility, and the replacement facility will more than make up for it.

The real benefit to working this way is that, as soon as your Core systems stop producing construction yards for this Rim sector, no espionage evidence remains of what you do there (unless the Rebel Alliance sends Bothan spies to your Rim systems). If you've developed a sector distant from Rebel-held systems, it will take the Alliance considerable time to get information from there, and the slowly growing garrisons will make espionage on these systems that much more difficult. Hopefully, you can spring the Death Star on the Alliance without it suspecting the weapon and use it to terrorize the Rebel systems you find. Even if they do discover that you are building the Death Star, you should have enough of a jump on them that they will not be able to get sabotage missions in before the station has been completed.

You also might eliminate the Rebel Alliance from a Rim sector and use *that* sector as the base of operations for your Death Star construction. This works well if Alliance headquarters is far from Yavin. The real benefit here is that you can simply take over existing Rebel infrastructure. Both the original location of the Rebel headquarters and Yavin are excellent places to try this.

Once you have produced a Death Star, look to fill out the remaining places in that sector with additional mines and refineries. Often, doing so will create enough production capacity to start work on a second Death Star immediately. One Death Star active is a powerful tool, able to stop uprisings and sway support across an entire sector. Two Death Stars makes you

able to keep one sector in check while scouting around for targets of opportunity with the other. Other Rim Territories can be taken and stocked with additional mines and refineries. It's not unheard of to have three or more Death Stars patrolling for you, a possibility that should have the entire Rebel Alliance quaking in its collective boots.

When looking at building a second (or third) Death Star, remember that the 600 maintenance points required to keep it active apply only to the Death Star itself, and not the troops and fighter squadron groups it houses. In effect you need about 850-900 maintenance points total to build and stock a Death Star completely. Building up a few systems with mines and refineries should give you the additional production you need to complete this task. Also, you can strip a few garrisons by continuing to increase support on systems that support the Rebel Alliance and by taking a couple of TIE fighter squadron groups from some of your larger garrisons. Regardless of how you plan to fill the hold of these Death Stars you create, make sure you have enough refined material to get the necessary starfighters and troops as well as maintain production at other parts of the galaxy.

Using the Death Star

When using the Death Star, take care. You should keep it fully stocked with TIE fighter squadron groups, and upgrade these ships as new TIE models become available. The Death Star is only really vulnerable to assault by individual starfighters, much like what happened to the first Death Star. With a full fleet of TIEs (especially TIE interceptors, once these are available), Rebel X- and Y-wings will have a difficult time getting close to the Death Star, let alone destroying it.

Although the Death Star can destroy systems, doing so isn't necessarily worthwhile. It can prevent you from having to take over a heavily contested

Rebel system, but it also reduces support on all your systems, and could cause a few to declare neutrality—not something you want on a system where you have several ship or construction yards. One good exception is a strongly held Rebel Alliance headquarters. Destroying this system will cost you in terms of galactic support, but will completely eliminate the need to chase the headquarters through the galaxy.

The Death Star does offer benefits, though. With it, you can force Rebel systems to submit quickly and easily. Your support will go up on all the systems in the same sector as a Death Star, and Rebel-held systems become more likely to revolt. Of course, this support will drop once the Death Star moves to a new sector, so use its presence to help your diplomats gain support. With a Death Star in the area, it is the perfect time to invade or conduct missions on Rebel systems, because the populace there will sway toward the Empire.

Once your first Death Star is out the door, take over the other systems in the sector where you built it and start developing mines and refineries to fill them. Once these systems start producing raw and refined material, you'll have resources available to build a second Death Star. Upgrade your shipyards on the system where you'll build this second battle station and start production. An additional Death Star will enable you to intensify your search for the Rebel headquarters and easily keep two entire sectors in line.

Mopping Up the Rebels

Whether or not you build a Death Star, the Imperial endgame tends to follow a particular sequence of events. Generally, once you've established massive fleets, have a solid spy network running throughout the galaxy, and have created a massive infrastructure allowing for the continued production of ships and troops, it's time to set about achieving your victory conditions.

Chances are good your initial attempt at wiping the Rebels out of their headquarters wasn't successful. Whatever the Alliance is, it isn't stupid, and as soon as

it's apparent you've found the Rebel headquarters, the Rebels will send their precious facility to another part of the galaxy. No problem. Chances are *very* good the Alliance will keep its headquarters in the Rim, but will move it to a different sector.

For now, let that rest. Taking out Rebel headquarters is the easiest victory condition to meet, so you can save it for last. Instead, fire up your fleets and start decimating Alliance systems. Although this won't do a lot for your public relations, it pays off in other ways: foremost, it reduces the number of Rebel systems for those all-important characters to hide on.

The process for taking over these systems should follow the same basic course you used at the start of the game for quelling revolt on your systems. Move in with a fleet and use sabotage missions to take down defensive facilities. Then bombard away, knocking out as much Rebel resistance on the system as you can from space. Then send in your troops.

It's virtually certain any systems you take this way will revolt spontaneously. This shouldn't be a problem, because your powerful fleets should have powerful leaders in place to control them. These leaders are perfect for subduing uprisings. Once the revolts are put down, restock the fleet with troops and send in a diplomat to cement relations.

Also, if your fleets have large numbers of troops, you can effectively prevent an uprising by moving six units to the surface of the system. While your diplomats work on increasing loyalty, the troops will keep the peace, and as the need for a garrison is reduced, you can transfer these military units back to the ships.

Naturally, your espionage missions should continue, as well. There's always a chance

Tip

RUN ESPIONAGE MISSIONS ON SYSTEMS YOU'RE BLOCKADING TO KEEP INFORMED OF THAT SYSTEM'S CHANGING SITUATION. CHARACTER COMINGS AND GOINGS ARE THE MOST IMPORTANT PIECES OF INFORMATION YOU CAN RECEIVE FROM THESE MISSIONS.

these missions will turn up the whereabouts of a key Rebel character, giving you an opportunity to act quickly. Continue espionage missions to Yavin, if only to confirm the placement of the Rebel headquarters there, if it's been moved. Finally, keep running recon missions to sectors where you suspect Rebels are hiding.

When you do find Luke Skywalker or Mon Mothma, act quickly and decisively. Move in a strong fleet with several characters who have high combat and espionage skills, as well as Special Forces units. Under no circumstances should you attempt to bombard and take over the system before attempting abductions. It's difficult to abduct a character during an invasion, and usually the characters will just scurry away to another Alliance system, leaving you with a system in uprising and nothing to show for it. Try abduction first; if you fail and the characters are moved, *then* invade.

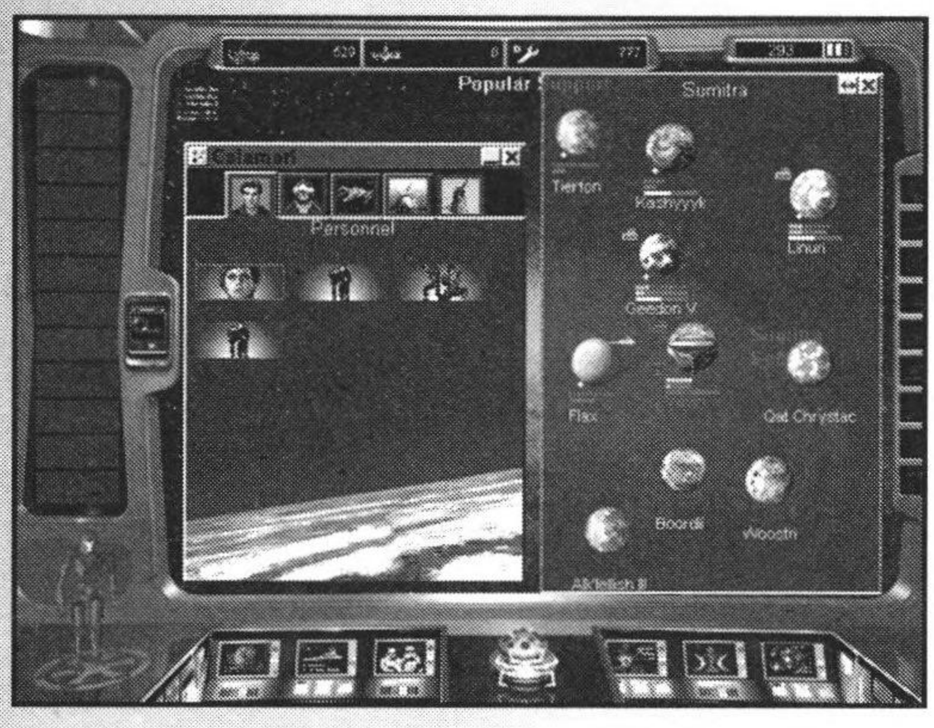
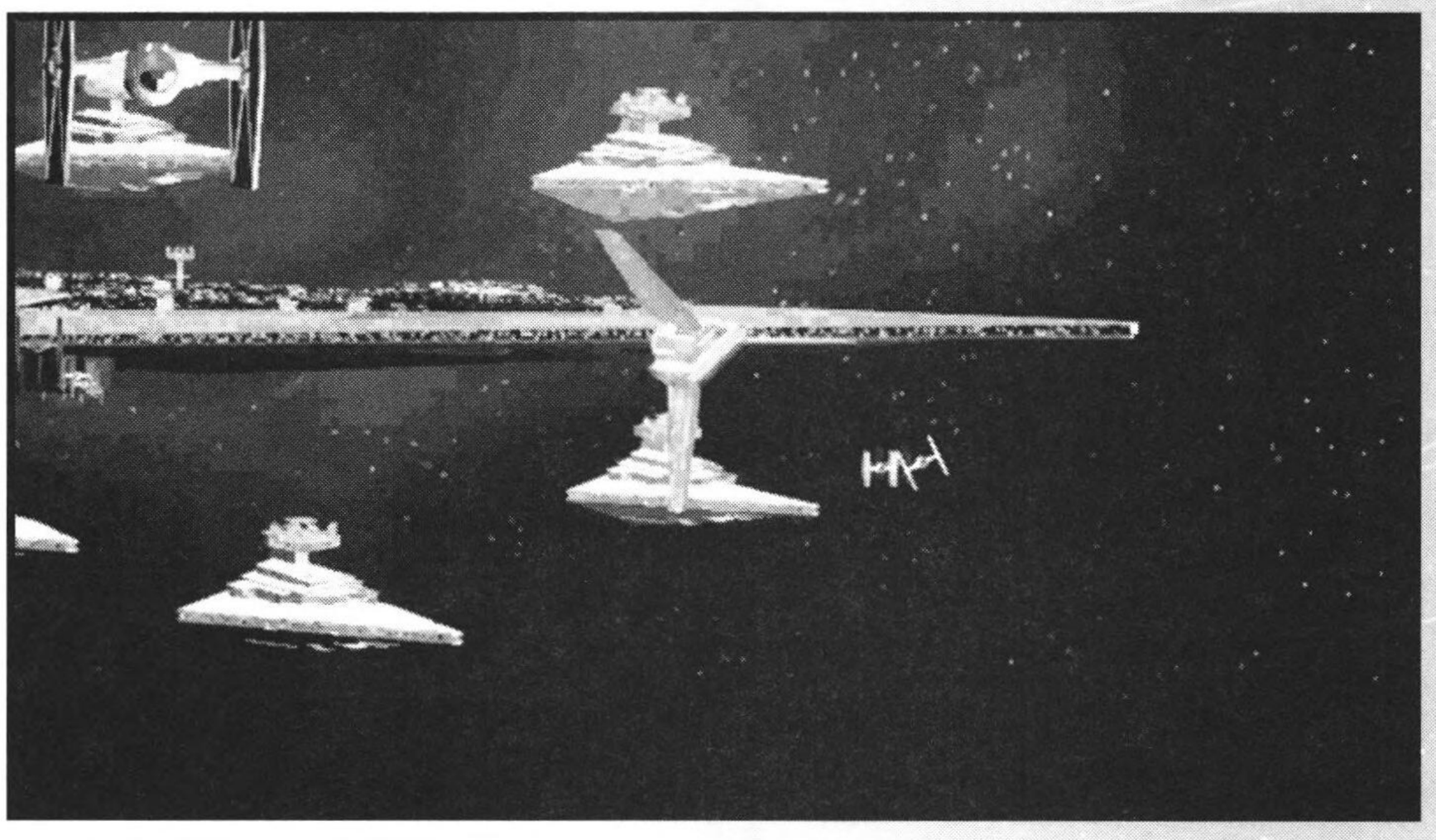


Fig. 10-7. Good espionage work confirms the movement of Rebel headquarters back to Yavin, as well as the whereabouts of Mon Mothma. With its fleet already near Yavin and Skywalker captured, the Empire can achieve victory in just a few days.

After you capture the Rebel characters, it's time to find and take over their headquarters. Given the constant influx of espionage information, you should know the location already. If not, send your fleets to the far corners of the galaxy and invade any Rebel systems you find in both the Core and the Rim. You'll find them eventually and, given your ongoing destruction of Rebel infrastructure, you should experience little resistance. Even if the headquarters continues to elude you, by decimating the Rebel Alliance, you offer it fewer and fewer places to put its headquarters. Winning by attrition this way is slower, but just as satisfying.

Playing as the Empire

Chapter 11
Playing Head-to-Head



Playing Head-to-Head

THE COMPUTER OFFERS SOME STIFF COMPETITION, BUT FOR THE ULTIMATE CHALLENGE, TRY PLAYING STAR WARS REBELLION AGAINST ANOTHER PERSON. IT CAN TAX YOU TO THE LIMIT, SIMPLY BECAUSE HUMAN OPPONENTS CAN AND WILL DO JUST ABOUT ANYTHING. THEY ARE UNPREDICTABLE, AND THEREIN LIES THE CHALLENGE. STAR WARS REBELLION PLAYED AGAINST A HUMAN OPPONENT IS ALMOST A DIFFERENT GAME. WHAT WORKS AGAINST THE COMPUTER OFTEN WON'T AGAINST A PERSON, AND TACTICS THAT CAN TAKE THE WIND OUT OF A HUMAN PLAYER'S SAILS WILL DO NOTHING AGAINST THE COMPUTER.

Head-to-Head Basics

Setting the Options

When you set up a game of head-to-head Star Wars Rebellion, you'll select from several options, just as if you were playing alone. You must determine galaxy size, on which side of the conflict to play, and whether or not to play a headquarters-only game. If you set up the game, these decisions are yours to make; the other player has no input. There is an onscreen chat window, though, and it's always a good idea to discuss your choices with your opponent so both of you can be happy with sides and particulars.

Star Wars Rebellion can progress at one of five speeds—Pause, Very Slow, Slow, Medium, and Fast. In the single-player game, obviously you can determine contest speed as you see fit, speeding up when you're waiting for a major event and slowing back down for fine control over units and facilities. Online, you don't have this luxury. To be fair, the game will run at the slowest speed setting either player selects. In other words, if you want the game to progress at Medium speed, but your opponent chooses Slow, the game will proceed at Slow.

When you pause the game, be aware that neither you nor your opponent has the power to restart it alone. Pausing the game requires both players to un-pause to start the game again. It's common courtesy to alert your opponent when you need to pause, but even if you don't, he or she will have to wait until you un-pause to resume gameplay.

Tip

AS WITH THE STARTING GAME OPTIONS, IT'S A GOOD IDEA TO DISCUSS SPEED SETTINGS WITH YOUR OPPONENT BEFOREHAND.

Fewer Resources, More Opportunities

Something that can be a bit of a shock to the new player of online Star Wars Rebellion is that you start with much less than you're used to. Rather than beginning with 10 systems, or even a half-dozen, often you'll begin with just a couple. More so than in the single-player game, you must act quickly to build your infrastructure.

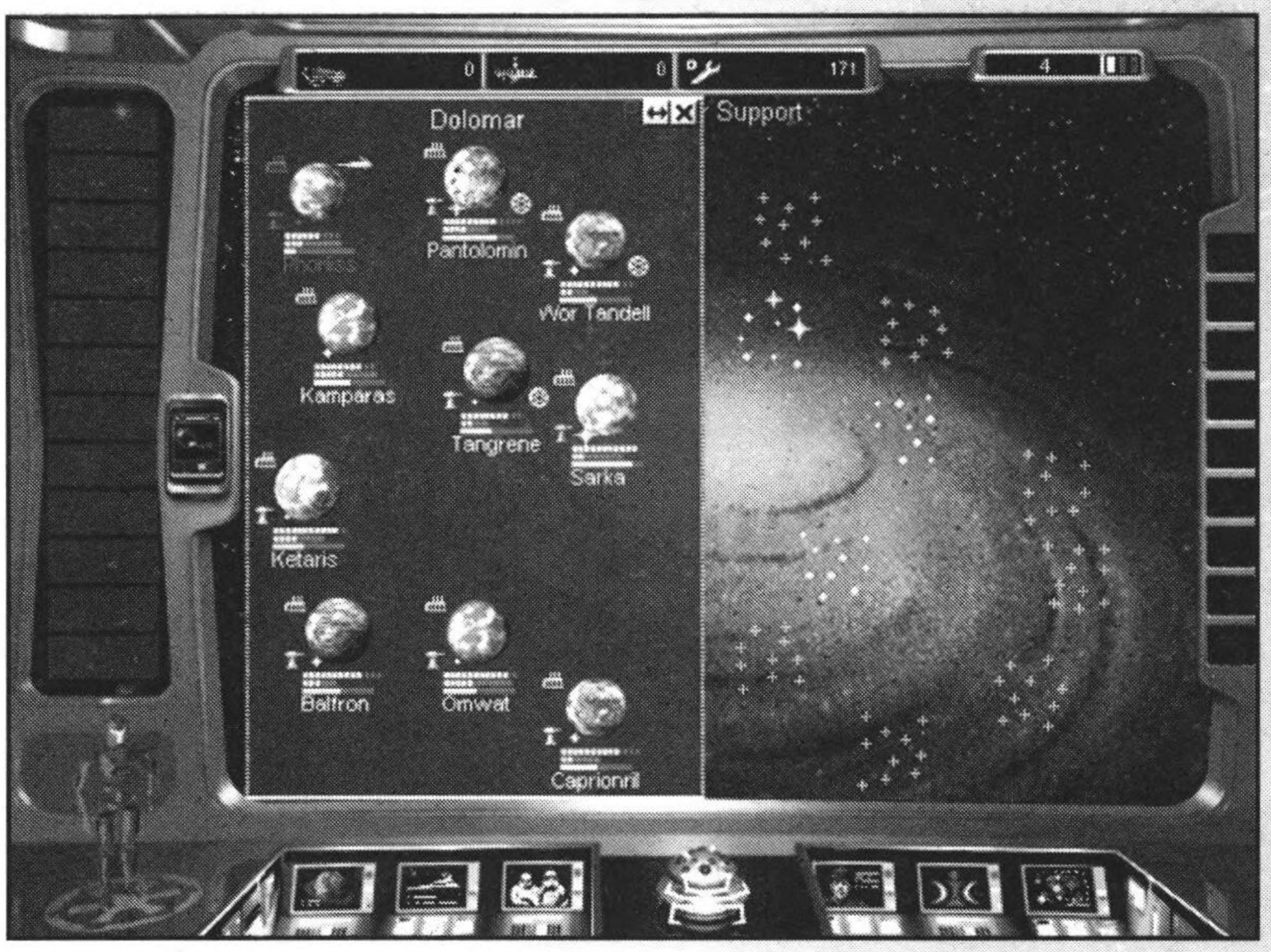


Fig. 11-1. Even in a large galaxy, both Empire and Alliance have only a handful of systems at the beginning of a game.

This lack of systems affords both sides good opportunities. Foremost, because neither side has much in terms of systems or resources, they have a number of good quality systems to choose from, especially in the Galactic Core. With most of the galaxy starting out neutral, you should be able to find a handful of systems with construction yards, shipyards, and training centers in place, ripe for diplomacy or conquest. The following sections provide details on how best to capitalize on these systems.

Communication

Playing against another person offers a few advantages. For example, you can communicate with one another. Nothing enriches the conflict like a few well-chosen words, and nothing makes losing a battle or a system sting like having your opponent rub it in.



Fig. 11-2. Nothing adds more to the sting of losing a system than a carefully worded message to the other player.

Sending messages back and forth provides other benefits, of course. Again, it just makes sense to keep in contact regarding game speed and taking breaks.

Playing as the Alliance

Creating a Stable of Characters

You have a real advantage over the Empire in the online game. Because both sides start out more or less equal in power and production, your abilities as a diplomat will enable you to act quickly to snag some good systems. Unfortunately, at the beginning of the game most of your diplomats are in the Outer Rim Territories. Move them into the Core, and start Luke, Leia, Jan Dodonna, and Mon Mothma working on diplomacy missions right away. The Empire has the advantage in getting its diplomats to work more quickly, but you can get more of them working for you. Han Solo should start recruiting immediately, and Luke should do the same as soon as he's converted a system.

With three good diplomats converting systems and both Han and Luke recruiting, you can increase your number of systems faster than the Empire (because your diplomats are more successful in general) *and* you can recruit characters more quickly. This is critical, because it gives you a better chance of bringing in additional diplomats, such as Drayson, Borsk Fey'lya, and Vanden Willard more rapidly than the Empire can.



Fig. 11-3. Good Alliance diplomacy will result in frequent messages like this. This Rebel advantage can quickly turn the tide of production and resources in its favor.

Plus, with a greater stock of characters, you can start working on missions more quickly. Sabotage and espionage will play a much greater part in the battle to come than in the single-player game. Both missions can turn the tide of war quickly. Anything you can do to gain a production edge is worth your while, and sabotage, even more than diplomacy, can do this.

Sabotaging the Empire

Normally, the Empire has the production advantage, but this generally is not the case in the head-to-head game. Therefore, a couple of good sabotage missions can damage Imperial standing dramatically. Taking out its construction yards allows yours to build up while the Empire seeks neutral systems with construction yards already in place. Doing the same to its shipyards lets you increase the size and scope of your fleets without worrying about major Imperial ships-of-the-line coming to annihilate your fleets.

Just as the Empire starts with fewer production facilities than normal, it also usually starts with fewer ships. Finding and taking out a capital ship can cripple the Empire, because it doesn't have much of a fleet, and lacks the shipyards it needs to replace the vessel you've taken out.

The espionage missions you run should help you keep on top of Imperial systems vulnerable to sabotage efforts. You can sabotage Imperial troops this way, but it's more to your advantage to take out Imperial production facilities and ships.

Taking Over the Rim

You won't have many ships to spare at the start of the game, but it won't matter much. The ships you have can do little against the Empire should they attack. So, for the moment, don't worry about Imperial fleets. Instead, move your ships out to the Rim Territories and explore.

Although it's worthwhile to use diplomacy to take over Core Systems, it's just as important to build power in the Rim Territories. This is an excellent task both for Mon Mothma and for Luke Skywalker. It allows them to use their diplomacy skills to bring systems in line, and lessens chances the Empire will spot them. In general, Core systems are more powerful, but one advantage to hanging out at the Rim is that the Empire can't find you. And taking these systems, particularly those with mines, refineries, and production facilities in place, is critical to your effort.

The real advantage is this: Acquiring Rim systems with production facilities allows you to build up without the risk of Imperial detection. Should Imperial espionage infiltrate your Core systems, the Empire will learn where you're sending facilities and units. This is one key way for the Empire to find your headquarters. Keep Rim production in the Rim, and the Empire must hunt for your systems rather than use espionage.

Tip

AN EXCELLENT TIME TO RUN A SABOTAGE MISSION IS WHEN THE EMPIRE ATTACKS YOUR SYSTEMS. IF YOU HAVE A CHARACTER WITH GOOD SABOTAGE SKILLS ON A BLOCKADED SYSTEM, RUN A SABOTAGE MISSION AGAINST THE IMPERIAL FLEET, TRYING FOR THE LARGEST SHIP FIRST. IF YOU CAN BLOW IT UP, NOT ONLY HAVE YOU ELIMINATED THE THREAT, YOU'VE STRIPPED THE EMPIRE OF A SHIP!

General Strategies

You want to keep your headquarters strong, so what happens if the unthinkable occurs and the Empire finds it? You must move it, of course. Ideally you'll have a back-up system in a different sector ready to take it on. Like your headquarters, this back-up system should have defensive facilities, starfighters, and a good garrison. That way, if the Empire threatens the headquarters itself, you can move it to the next system quickly and with little loss of protection.

Another way to keep the Empire from taking over your headquarters is simply to keep it moving. If you have several systems in one Rim sector, move the headquarters every few game weeks to a different system in the same sector. Even if the Empire learns the location, by the time it gets there, the headquarters will have moved elsewhere.

Keep Mon Mothma and Luke in the Rim as much as possible. This will increase the amount of time it takes for the Empire to find them, because it must search more systems. And if these characters constantly run diplomatic missions, they're even safer. Your opponent, in general, won't have the resources to run espionage missions on neutral systems, so keeping Luke and Mothma on such systems helps prevent their detection and capture.

When building up your facilities, maintaining multiple facilities is extremely important. Having several shipyards and construction yards on a single system enables you to churn out facilities and ships more quickly, catching you up to and hopefully surpassing Imperial abilities. Keep the research missions going and, when possible, run them on systems with multiple facilities. Although the Empire has an early advantage in terms

of ships, the designs your engineers discover often are far superior to Imperial craft. Ship design missions are critical to your success, because without larger and more powerful ships, your systems are subject to bombardment.

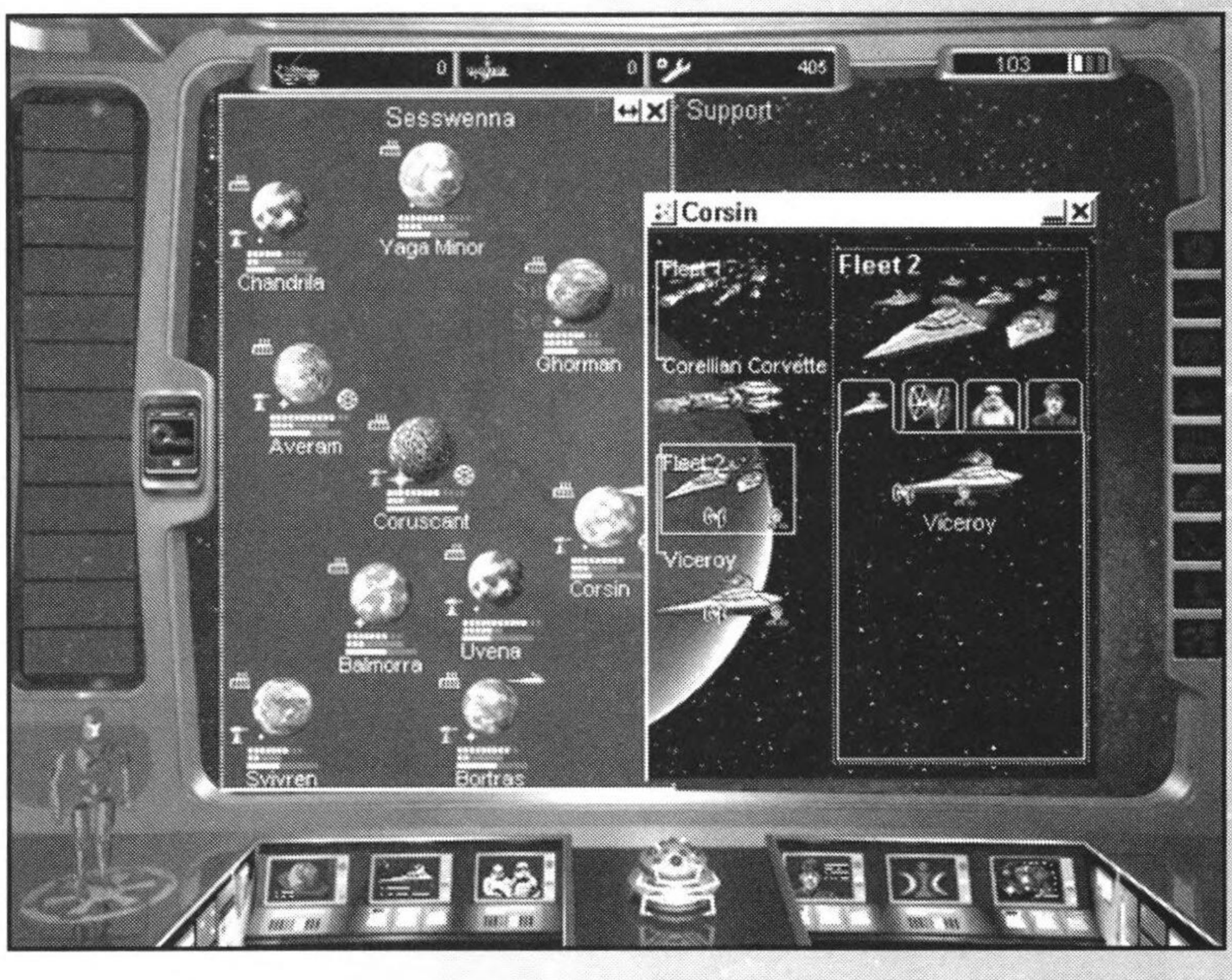


Fig. 11-4. The *Victory* Star Destroyer will overmatch the Alliance Corvette at Corsin. With increased production, the Alliance may be able to produce larger ships to enable a successful blockade and bombardment.

Speaking of bombardment—build shields on every system when you can. This will prevent losing those critical facilities to Imperial attack. Every system should have a GenCore shield, and important systems should have several. You might want to build a few extra construction yards just to handle shield creation: These can be a system's most important facilities.

Playing as the Empire

Diplomacy, Diplomacy, Diplomacy

First thing, put Piett, Jerjerrod, and Vader to work on diplomacy missions right away (Palpatine should start recruiting immediately). You start in a serious hole at the beginning of the head-to-head game. The Alliance has more diplomats, and you don't have the matériel and manpower advantage you normally begin with. First thing, start taking over systems by any means possible. For now, you can effectively ignore Alliance systems (with exceptions, as you'll see). Don't worry about attacking them or even blockading them. Focus on neutral systems, unless there's a particularly rich or isolated Alliance system nearby.

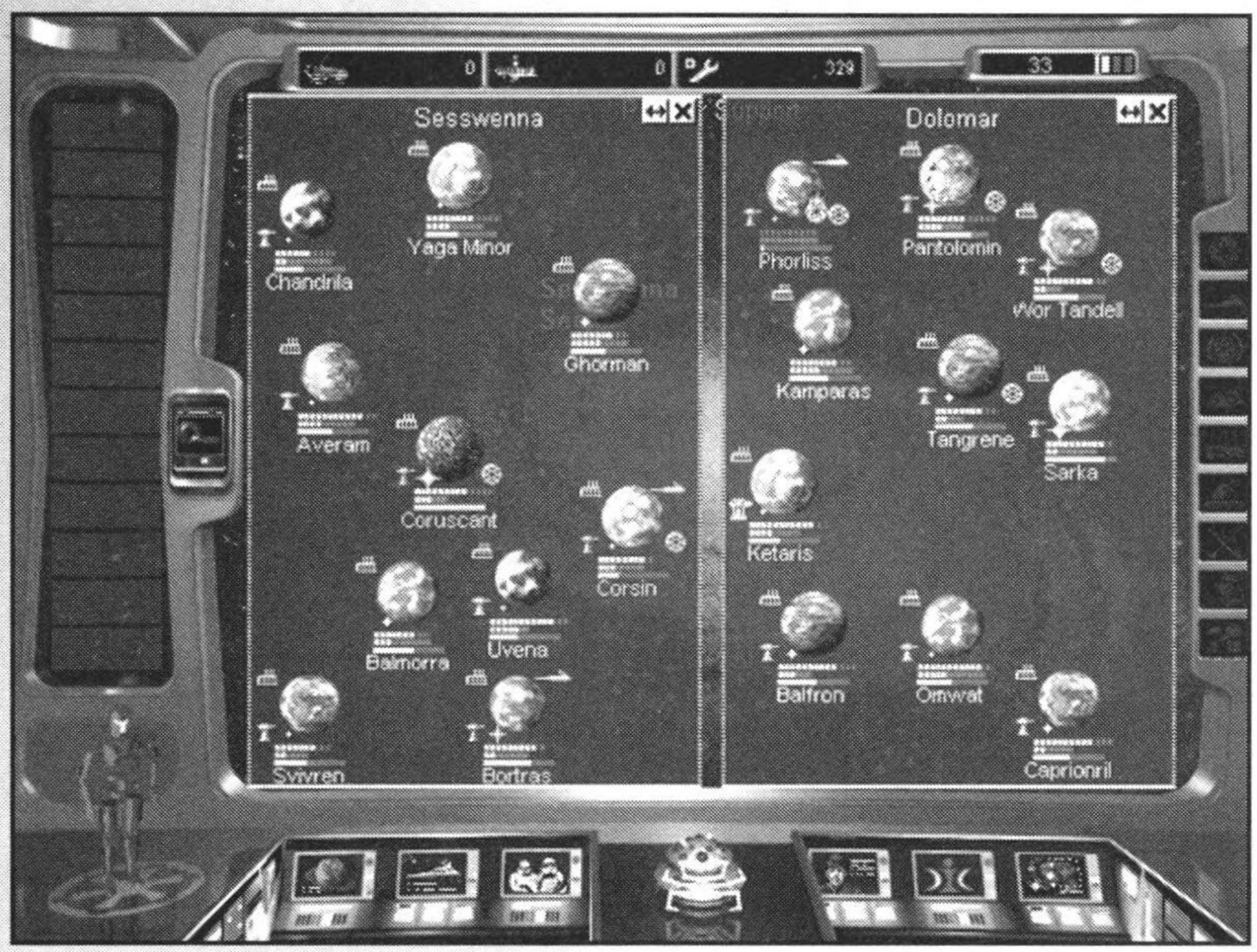


Fig. 11-5. Having kicked the Alliance out of both of these sectors, Imperial expansion can begin with less worry about Rebel sabotage. However, you'll need several characters to quell the uprising on Phorliss, preventing them from conducting diplomacy missions elsewhere.

Not just any neutral systems, however. You want systems with built-in infrastructure. You need shipyards, training centers, and especially construction yards. Run your diplomacy missions on systems with these facilities in place. Keep the facilities you have working on ships, troops, and other facilities; any additional facilities you can get will only help you expand more quickly.

In short, build your power base fast. The online game tends to go more quickly than the single-player game, giving you less time to build units and ships and to develop systems. You'll also want to spend a little time seeking systems with good numbers of mines and refineries. Once you're satisfied with your initial numbers of production facilities, get your diplomats working on these raw-and-refined-material–producing systems.

Espionage and Sabotage

The first things your training centers should build are Imperial commandos, Noghri death commandos, and espionage droids. Build them quickly and get them dispersed. You must start acquiring information about Rebel systems as soon as possible, and your espionage droids do this best.

Imperial commandos are a little more important. Build a couple of units and consider the Rebel systems in your vicinity. Some will have production facilities of one sort or another. Sabotage them, and do it *now*. Because each side begins the online contest with limited resources and facilities, taking out a construction yard in the first couple of game weeks can seriously hamper anything the Alliance can do. If your Imperial commandos can sabotage one of the Alliance's construction yards, you'll have dramatically reduced potential Rebel expansion, opening the door for you to gain the production advantage and go on to victory.

Sabotaging ships also is worthwhile early in the game, because neither side has much in the way of a fleet. Striking out and destroying a couple of good Alliance warships gives your fleet the ability to move almost at will against Rebel-held systems.

What to Build

Because the head-to-head game moves so fast, you don't have a lot of time to diversify systems. Instead, you need as many multiple facilities as you can get. One construction yard on a system is nice, but three or four churn out facilities much more quickly, expanding your production rapidly and allowing you to get more units and more ships to the front lines. Your construction yards should begin the game by duplicating themselves several times, and then building multiple training centers and shipyards on other systems.

Plus, because all your systems are vulnerable to some sort of attack, every system eventually should have at least one GenCore shield, more when possible. Systemary batteries are extremely important, because you can almost guarantee your opponent will find chinks in your armor.

When you're satisfied with your level of construction yards, shipyards, and training centers, start creating shields, and keep them coming until you've protected all your systems. With multiple construction yards, you can create these quickly and efficiently, protecting all your systems in a number of months.

General Strategies

First, keep things moving. In general, your characters should hop from system to system, running missions. You'll conduct a constant stream of espionage against Alliance systems, and you can bet your enemy will do

the same to you. To prevent your characters from getting trapped, keep them moving around, conducting missions in a variety of places. This also brings them closer to Alliance systems, handy if the opportunity for a good mission presents itself.

Generals are an exception to this rule. Give any characters you don't place on a fleet the rank of general and station them on important systems. They'll effectively reduce the Alliance's ability to run missions on that system. A good garrison will keep a general relatively safe from abduction, and the system can protect itself from sabotage. Coruscant, at the very least, should have a general, as should any system with a lot of production facilities.

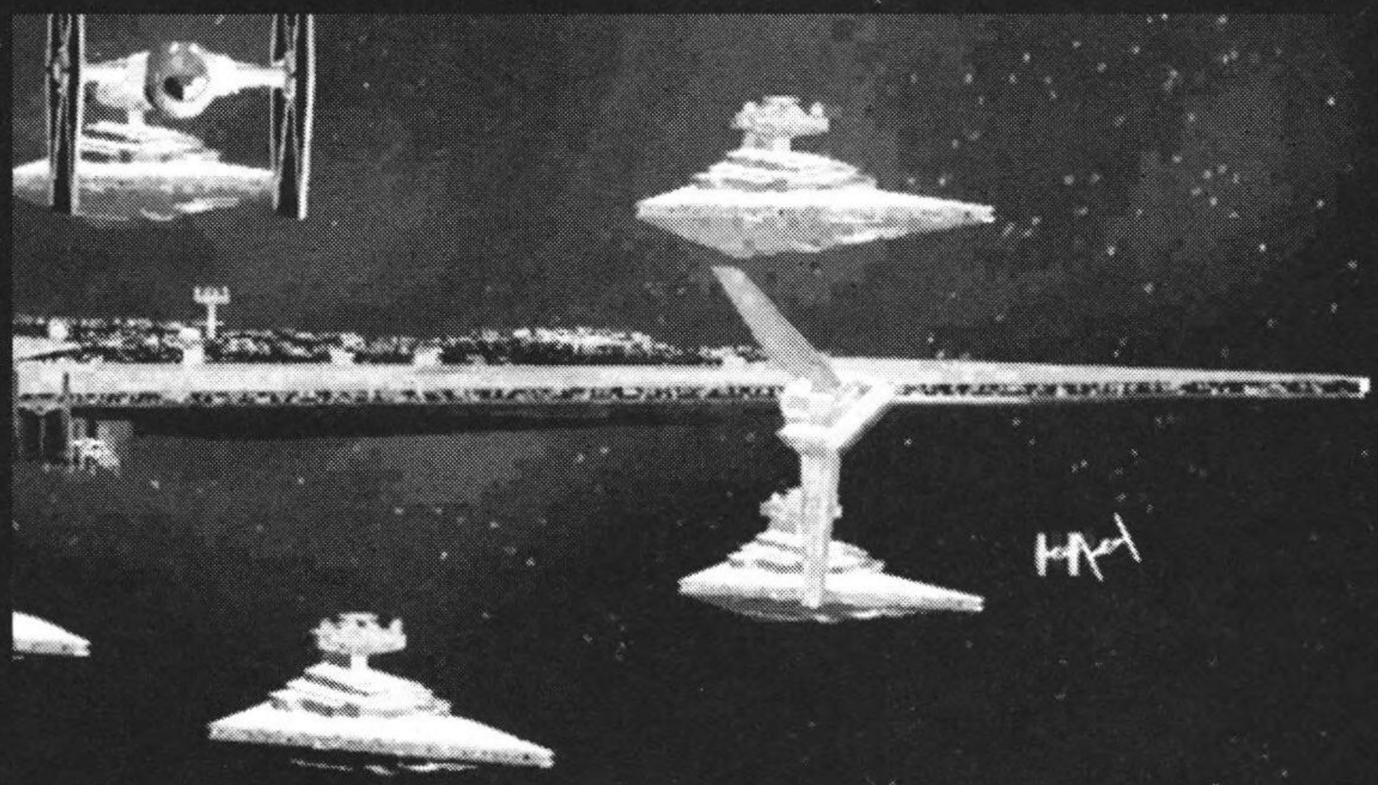
Keep your fleets moving, as well. Your ships are vulnerable to sabotage, but if they constantly move from system to system, enemy agents won't have time to run missions and destroy these ships. When you attack Alliance systems, place a general with the fleet to prevent sabotage missions on your ships in orbit, and don't hang around. Run a few missions, bombard and invade, or leave for another system. Staying put is asking for trouble.



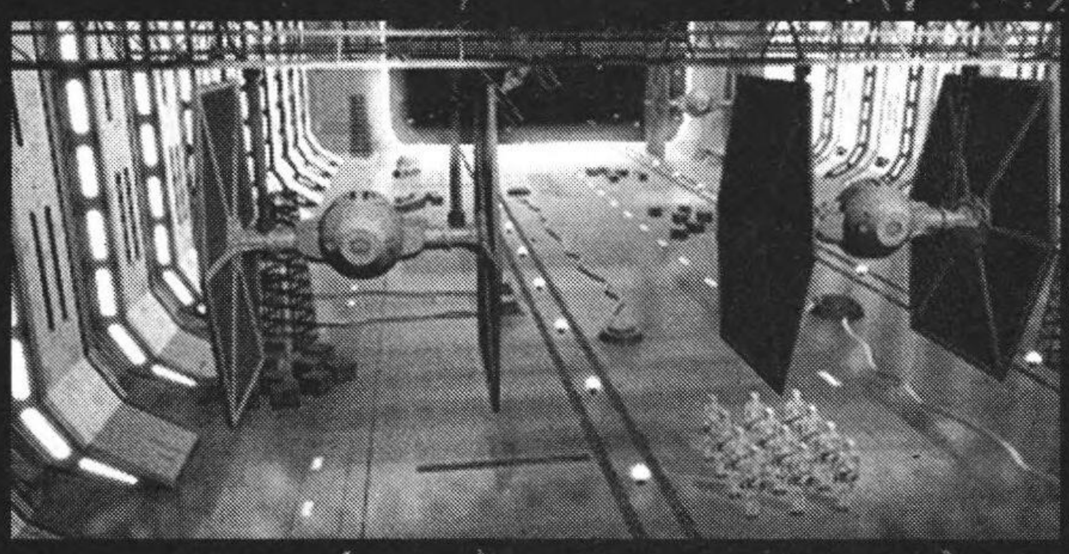
Fig. 11-6. While the Imperial fleet moves in to take out Byss, Labansat runs a mission on this system. When the fleet arrives, Labansat can hop onto the ships and be in place to run sabotage missions on the Alliance system.

Also, build probe droids when you get the chance and start scouting around the Rim for Alliance systems. Finding the Alliance headquarters is important, and snagging it early gives you a tremendous advantage over the Alliance.

Finally, keep in mind that, although the game as a whole moves faster, it may take longer to finish simply because the Rebel player may have good strategies for keeping Mon Mothma and Luke Skywalker safe. If you have trouble locating them, start attacking Rebel fleets and systems to limit the places these characters can hide. And take over neutral systems in the Rim, because both characters can run diplomatic missions. As you start limiting numbers of Rebel systems, you can bet this is what they'll be doing.



Appendices



Appendix A
Systems and Sectors

Sector Name	Sector Type	Galaxy Size
Abrion	Rim	Large
Atrivis	Rim	Large
Calaron	Rim	Small
Churba	Rim	Small
Corellian	Core	Small
Dolomar	Core	Large
Duflivan	Rim	Small
Fakir	Core	Large
Farfin	Core	Medium
Glythe	Rim	Medium
Jospro	Rim	Medium
Kanchen	Rim	Medium
Mayagil	Rim	Small
Moddell	Rim	Small
Orus	Rim	Small
Quelli	Rim	Medium
Sesswenna	Core	Small
Sluis	Core	Small
Sumitra	Rim	Small
Xappyh	Rim	Large

Systems

Abregado, Cathar, Da Soocha, Galpos II, Garban, Hefi, Hishyim, Intuci, Tieos, Ukio

Despayre, Fedje, Generis, Moltok, Nam'ta, Spefik, Tibrin, Togoria, Trammis, Zeffiffi

Akrit'tar, F'tral, Fwillsving, Ithor, Jerijador, Kessel, Kubindi, Morvogodine, Norval II, Skor II

Allyuen, Anoat, Bespin, Deyer, Gentes, Hoth, Lelmra, New Cov, Storthus, Tokmia

Commenor, Corellia, Corfai, Drall, Duro, Selonia, Talus, Tralus, Vagran, Xyquine

Balfron, Caprionril, Kamparas, Ketaris, Omwat, Pantolomin, Phorliss, Sarka, Wor Tendell, Tangrene

Algarian, Filve, Gamorr, Klatooine, Ord Mantell, Ord Pardon, Ord Trasi, Toprawa, Womrik, Zebitrope

Abdrim, Berchest, Bimmisaari, Carida, Delaya, Halowan, Mrisst, Obra-Skai, Palanini, Raltiir

Bilbringi, Byss, Charmath, Firro, Khomm, Kinyen, Phraetiss, Rishi, Taanab, Wistril

Altarrn, Arkania, Elrood, Fef, Fornax, Nentan, Sedri, Valrar, Vortex, Yag'Dhul

Azbian, Cardooine, Chrondre, Dar'or, Douglas III, Enigra, Jomark, Kiffex, Trogan, Waskiro

Culoon III, Davnar, Derra IV, Mindar, Munto Codro, Nal Hutta, Smarteel, Spuma, Vodran, Xa Fel

Anchoron, Chalcedon, Clak'dor VII, Cona, Dantooine, H'nemthe, Kabal, Oetrago, Triton, Urdur

Adega, Agrilat, Annaj, Basilisk, Endor, Gandolo IV, Hozrel XI, Khuiumin, Pzob, Vjun

Bakura, Chazwa, Datar, Joiol, Kimanan, Lafra, Mantessa, Poderis, Ryloth, Tatooine

Amorris, Corstris, Dathomir, Kirrek, Pil Diller, Rafa, Selaggis, Thrakia, Varn, Vinsoth

Averam, Balmorra, Bortras, Chandrila, Corsin, Coruscant, Ghorman, Svivren, Uvena, Yaga Minor

Bothawui, Bpfassh, Calamari, Denab, Kothlis, Orto, Praesitlyn, Sluis Van, Sulust, Umgul

Alk'lellish III, Boordii, Flax, Geedon V, Kashyyyk, Linuri, Qat Chrystal, Tierfon, Woostri, Yavin

Ambria, G'rho, Kirdo III, Neelgaimon, Norulac, Ruuria, Stic, Thanta Zilbra, Thila, Tund

Appendix B
Ship Specifications

Capital Ships

Alliance Capital Ships

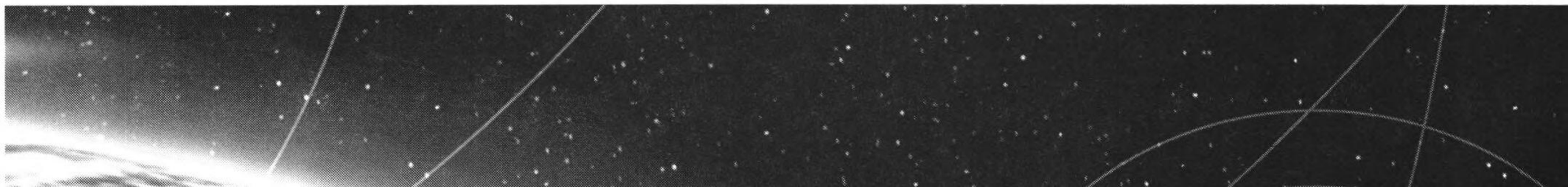
Ship Name	Refined Materials Cost	Maintenance Cost	Fighter Capacity	Troop Capacity	Shield Strength
Alliance Dreadnaught	44	33	1	2	200
Alliance Escort Carrier	32	29	6	0	200
Assault Frigate	60	60	0	0	600
Bulk Cruiser	30	30	0	0	200
Bulk Transport	24	22	0	6	200
Bulwark Battlecruiser	248	184	10	4	1100
CC-7700 Frigate	42	37	0	0	300
CC-9600 Frigate	58	59	0	1	600
Corellian Corvette	14	23	0	0	200
Corellian Gunship	10	23	0	0	200
Dauntless Cruiser	136	88	4	2	800
Liberator Cruiser	66	73	6	3	600
Medium Transport	10	12	0	2	100
Mon Calamari Cruiser	92	61	3	1	300
Nebulon-B Frigate	34	35	2	0	300

Forward Batteries	Aft Batteries	Port Batteries	Starboard Batteries
Turbolaser-40	Turbolaser-20	Turbolaser-70	Turbolaser-70
Laser-30	None	Laser-60	Laser-60
Turbolaser-70, Laser-50	None	Turbolaser-120, Laser-40	Turbolaser-120, Laser-40
Turbolaser-15	None	Turbolaser-30	Turbolaser-30
None	None	None	None
Turbolaser-600, Ion Cannon-200	Turbolaser-120, Ion Cannon-80	Turbolaser-300, Ion Cannon-150	Turbolaser-300, Ion Cannon 150
Turbolaser-10, Laser-60	Laser-90	Turbolaser-20, Laser-90	Turbolaser-20, Laser-90
Turbolaser-60, Ion Cannon-40	Turbolaser-40	Turbolaser-120, Ion Cannon-40	Turbolaser-120, Ion Cannon 40
Laser-120	Laser-90	Laser-120	Laser-120
Laser-90	Laser-90	Laser-150	Laser-150
Turbolaser-120, Ion Cannon-60	Turbolaser-60, Ion Cannon-60	Turbolaser-200, Ion Cannon-200	Turbolaser-200, Ion Cannon-200
Turbolaser-40, Ion Cannon-40	Turbolaser-40	Turbolaser-80, Ion Cannon-80	Turbolaser-80, Ion Cannon-80
None	None	Laser-30	Laser-30
Turbolaser-60, Ion Cannon-40	Turbolaser-60, Ion Cannon-40	Turbolaser-120, Ion Cannon-60	Turbolaser-120, Ion Cannon-60
Turbolaser-80, Laser-60	Laser-60	Turbolaser-40, Laser-30	Turbolaser-40, Laser-30

Imperial Capital Ships

Ship Name	Refined Materials Cost	Maintenance Cost	Fighter Capacity	Troop Capacity	Shield Strength
Assault Transport	12	29	0	1	300
Carrack Light Cruiser	26	24	0	0	200
Death Star	584	600	24	18	2000
Galleon	10	10	0	2	100
Imperial Dreadnaught	44	33	1	2	200
Imperial Escort Carrier	34	30	6	0	200
Imperial Star Destroyer	112	71	6	3	300
Imperial II Star Destroyer	158	99	6	3	800
Interdictor Cruiser	40	34	0	0	600
Lancer Frigate	14	30	0	0	300
Star Galleon	15	20	0	3	200
Strike Cruiser	70	65	1	0	600
Super Star Destroyer	282	201	12	9	1200
Victory Destroyer	68	44	2	2	200
Victory II Destroyer	72	66	2	0	600

Forward Batteries	Aft Batteries	Port Batteries	Starboard Batteries
Laser-150	None	Laser-60	Laser-60
Turbolaser-5, Laser-60	Turbolaser-5, Laser-60	Turbolaser-15, Laser-90	Turbolaser-15, Laser-90
Turbolaser-1400, Ion Cannon-400	Turbolaser-1400, Ion Cannon-400	Turbolaser-1400, Ion Cannon-400	Turbolaser-1400, Ion Cannon-400
None	None	None	None
Turbolaser-40	Turbolaser-20	Turbolaser-70	Turbolaser-70
Laser-30	Laser-30	Laser-60	Laser-60
Turbolaser-100, Ion Cannon-100	Turbolaser-40, Ion Cannon-40	Turbolaser-60, Ion Cannon-40	Turbolaser-60, Ion Cannon-40
Turbolaser-200, Ion Cannon-200	Turbolaser-60, Ion Cannon-20	Turbolaser-120, Ion Cannon-80	Turbolaser-120, Ion Cannon-80
Turbolaser-10, Laser-90	None	Turbolaser-20, Ion Cannon-10, Laser-60	Turbolaser-20, Ion Cannon-10, Laser-60
Laser-150	Laser-150	Laser-150	Laser-150
None	None	Turbolaser-30, Laser-30	Turbolaser-30, Laser-30
Turbolaser-120, Ion Cannon-60	Turbolaser-80	Turbolaser-80, Ion Cannon-40	Turbolaser-80, Ion Cannon-40
Turbolaser-500, Ion Cannon-200	Turbolaser-150, Ion Cannon-100	Turbolaser-300, Ion Cannon-200	Turbolaser-300, Ion Cannon-200
Turbolaser-120	None	Turbolaser-100	Turbolaser-100
Turbolaser-120, Ion Cannon-40	Turbolaser-80, Ion Cannon-40	Turbolaser-80, Ion Cannon-60	Turbolaser-80, Ion Cannon-60



Starfighters*

Alliance Starfighters

Ship Name	Refined Materials Cost	Maintenance Cost	Laser Attack Strength
A-Wing	5	4	5
B-Wing	7	8	8
X-Wing	5	4	8
Y-Wing	5	4	5

Imperial Starfighters

Ship Name	Refined Materials Cost	Maintenance Cost	Laser Attack Strength
TIE Bomber	3	3	5
TIE Defender	8	7	10
TIE Fighter	3	3	5
TIE Interceptor	3	3	8

*NUMBERS IN THE TABLES APPLY TO INDIVIDUAL FIGHTERS, NOT FIGHTER SQUADRON GROUPS, EXCEPT REFINED MATERIALS COST AND MAINTENANCE COST.

Ion Cannon Strength	Shield Strength	Hyperdrive
0	5	Yes
6	9	Yes
0	5	Yes
3	5	Yes

Ion Cannon Strength	Shield Strength	Hyperdrive
3	0	No
0	5	Yes
0	0	No
0	0	No

Appendix C
Troop Specifications

Combat Troops

Alliance Troops

Unit	Refined Materials Cost	Maintenance Cost
Alliance Army Regiment	6	3
Fleet Regiment	8	6
Mon Calamari Regiment	6	2
Sullustan Regiment	3	1
Wookiee Regiment	10	8

Imperial Troops

Unit	Refined Materials Cost	Maintenance Cost
Dark Trooper Regiment	12	8
Fleet Regiment	7	5
Imperial Army Regiment	6	3
Stormtrooper Regiment	9	6
War Droid Regiment	9	8



Attack Strength	Defense Strength	Bombardment Defense
3	5	5
6	3	5
2	8	9
1	4	2
8	4	4

Attack Strength	Defense Strength	Bombardment Defense
8	8	6
5	3	2
3	5	5
6	6	6
8	2	3

Special Forces Units

Alliance Special Forces

Unit	Refined Materials Cost	Maintenance Cost
Bothan Spies	1	1
Guerrillas	1	1
Infiltrators	2	1
Longprobe Y-Wing Recon Team	2	1

Imperial Special Forces

Unit	Refined Materials Cost	Maintenance Cost
Imperial Commandos	2	1
Imperial Espionage Droids	1	1
Imperial Probe Droids	1	1
Noghri Death Commandos	2	1



Mission Types Available

Espionage

Incite Uprising

Abduction, Rescue, Sabotage

Reconnaissance

Mission Types Available

Incite Uprising, Rescue, Sabotage

Espionage

Reconnaissance

Abduction, Assassination

Appendix D
Structure Specifications

Structure Name	Refined Materials Cost	Maintenance Cost
Advanced Construction Yard	10	10
Advanced Shipyard	20	20
Advanced Training Facility	10	10
Construction Yard	10	10
Death Star Shield	25	20
GenCore Level I	12	12
GenCore Level II	20	7
KDYv-150 Systemary Ion Cannon	4	4
LNR Series I Systemary Laser Battery	7	7
LNR Series II Systemary Laser Battery	10	4
Mine	20	0
Orbital Shipyard	20	13
Refinery	20	0
Training Facility	10	10

Bombardment Defense	Shield Strength	Attack Strength
4	0	0
2	0	0
4	0	0
3	0	0
1	0	0
2	30	0
3	60	0
5	0	2000
4	0	800
3	0	5000
5	0	0
2	0	0
2	0	0
3	0	0

Appendix E
Character Specifications

Alliance Characters

Character	Diplomacy	Espionage	Combat
Ackbar	Fair	Fair	Fair
Adar Tallon	Fair	Fair	Fair
Afyon	Fair	Excellent	Excellent
Borsk Fey'lya	Excellent	Good	Excellent
Bren Derlin	Fair	Excellent	Excellent
Carlist Rieekan	Fair	Fair	Fair
Chewbacca	Fair	Excellent	Excellent
Crix Madine	Fair	Excellent	Excellent
Drayson	Good	Fair	Good
Garm Bel Iblis	Fair	Excellent	Excellent
Han Solo	Fair	Excellent	Excellent
Huoba Neva	Fair	Excellent	Good
Jan Dodonna	Excellent	Fair	Fair
Kaiya Andrimetrum	Fair	Excellent	Good
Lando Calrissian	Good	Good	Excellent
Leia Organa	Supreme	Fair	Good
Luke Skywalker	Good	Good	Supreme
Ma'w'shiye	Fair	Excellent	Excellent
Mazer Rackus	Fair	Excellent	Excellent
Mon Mothma	Excellent	Fair	Fair
Narra	Fair	Excellent	Excellent
Orrimaarko	Fair	Excellent	Excellent
Page	Fair	Excellent	Excellent
Roget Jiriss	Fair	Excellent	Good
Sarin Virgilio	Fair	Excellent	Excellent
Syub Snunb	Fair	Excellent	Excellent
Talon Karrde	Excellent	Fair	Fair
Tura Raftican	Fair	Excellent	Good
Vanden Willard	Excellent	Fair	Fair
Wedge Antilles	Fair	Excellent	Good

Leadership	Research	Ranks Available
Excellent	Ship	Admiral, General
Excellent	All	All
Excellent	None	All
Fair	None	None
Good	None	General, Commander
Excellent	Troop	General
Fair	None	None
Excellent	Troop	General
Excellent	None	Admiral, General
Excellent	None	Admiral, General
Excellent	None	All
Good	None	Admiral, General
Excellent	None	Admiral, General
Excellent	None	General
Good	Facility	All
Good	None	None
Good	None	All
Fair	None	None
Fair	None	None
Excellent	None	None
Excellent	None	General, Commander
Good	None	None
Fair	None	None
Excellent	None	Admiral, Commander
Good	None	Admiral, General
Excellent	None	Admiral, Commander
Excellent	Facility	All
Fair	None	None
Excellent	None	Admiral, General
Excellent	Ship	All

Imperial Forces Characters

Character	Diplomacy	Espionage	Combat
Bane Nothos	Fair	Excellent	Good
Bevel Lemelisk	Fair	Fair	Fair
Bin Essada	Good	Fair	Fair
Brandei	Fair	Supreme	Excellent
Covell	Fair	Fair	Fair
Daala	Fair	Excellent	Good
Darth Vader	Excellent	Excellent	Supreme
Dorja	Fair	Excellent	Good
Emperor Palpatine	Good	Fair	Excellent
Garindan	Fair	Excellent	Good
Grammel	Fair	Good	Good
Griff	Fair	Good	Good
Jerjerrod	Excellent	Fair	Fair
Klev	Poor	Fair	Fair
Labansat	Fair	Excellent	Excellent
Menndo	Fair	Excellent	Excellent
Needa	Fair	Good	Excellent
Niles Ferrier	Fair	Excellent	Excellent
Noval Garaint	Fair	Excellent	Good
Orlock	Fair	Fair	Fair
Ozzel	Fair	Good	Good
Pellaeon	Good	Fair	Fair
Piett	Good	Fair	Fair
Pter Thanas	Excellent	Fair	Fair
Screed	Fair	Good	Good
Shenir Rix	Fair	Excellent	Good
Thrawn	Fair	Fair	Fair
Veers	Fair	Fair	Fair
Villar	Fair	Excellent	Good
Zuggs	Fair	Good	Excellent

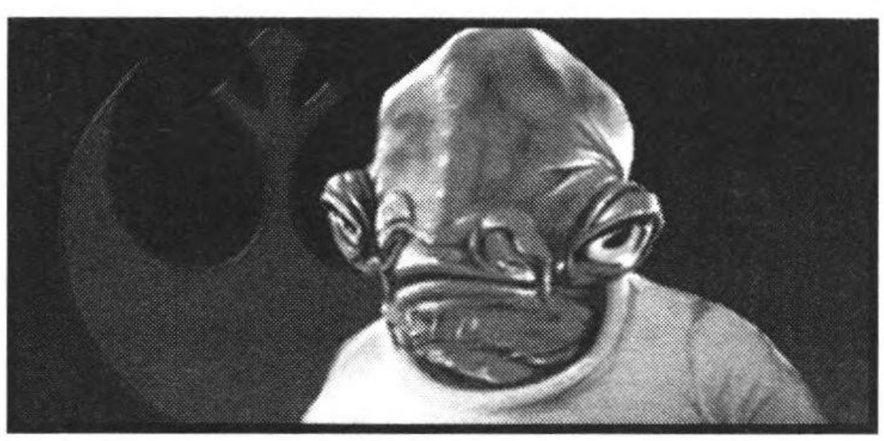
Leadership	Research	Ranks Available
Excellent	None	All
Fair	All	None
Excellent	None	None
Excellent	None	All
Excellent	Troop	General
Excellent	None	All
Supreme	None	All
Excellent	None	All
Supreme	None	None
Fair	None	None
Excellent	None	All
Excellent	None	Admiral, General
Excellent	None	All
Excellent	Ship	Admiral, General
Fair	None	None
Fair	None	None
Excellent	None	All
Fair	None	None
Fair	None	None
Excellent	Facility	General
Excellent	None	Admiral, General
Excellent	None	All
Excellent	None	All
Excellent	None	All
Excellent	None	All
Fair	None	None
Excellent	Ship	All
Excellent	Troop	General
Fair	Facility	None
Excellent	None	All

Appendix F
Characters

Alliance Characters

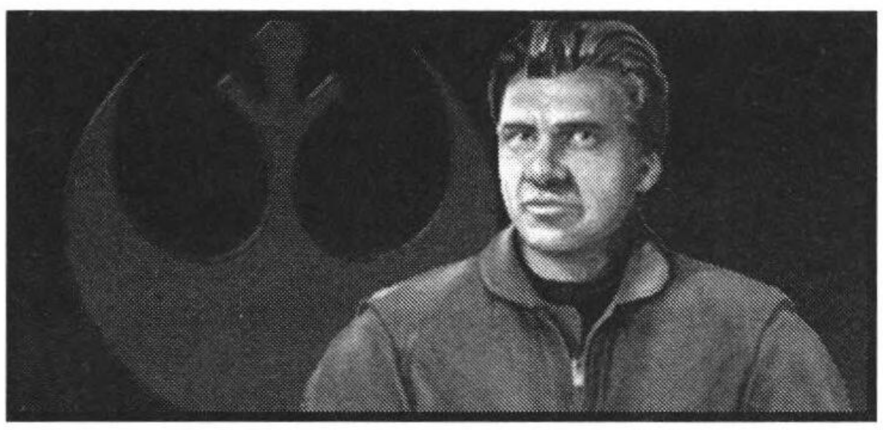
Ackbar

A former slave of the Empire, Ackbar became a student of Imperial military tactics during his servitude. Now free, this Mon Calamari admiral uses his knowledge and skills to benefit the Alliance. A capable leader who maneuvers his fleets with precision, Ackbar also can conduct ship research missions. Thus, he's invaluable for bolstering the Rebel fleet.



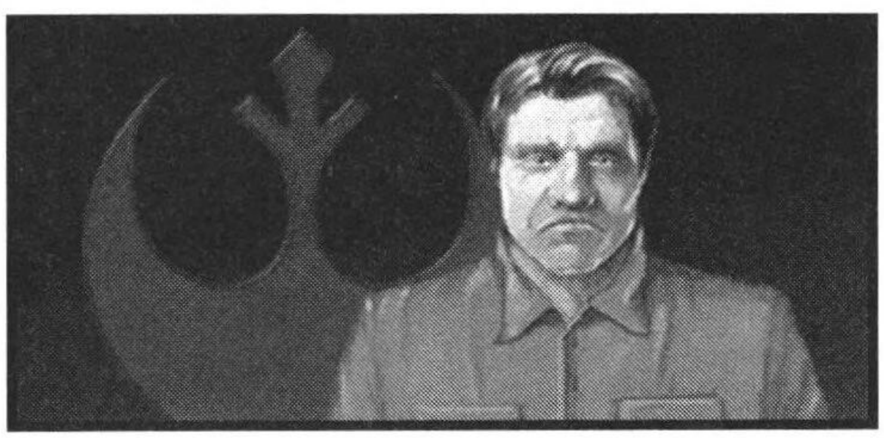
Adar Tallon

Many of this excellent strategist's techniques and theories are still in use by both Empire and Alliance. A recent addition to the Alliance team, Adar Tallon is one of the most important characters for the Rebel player because he can research new facilities, ships, and troops.



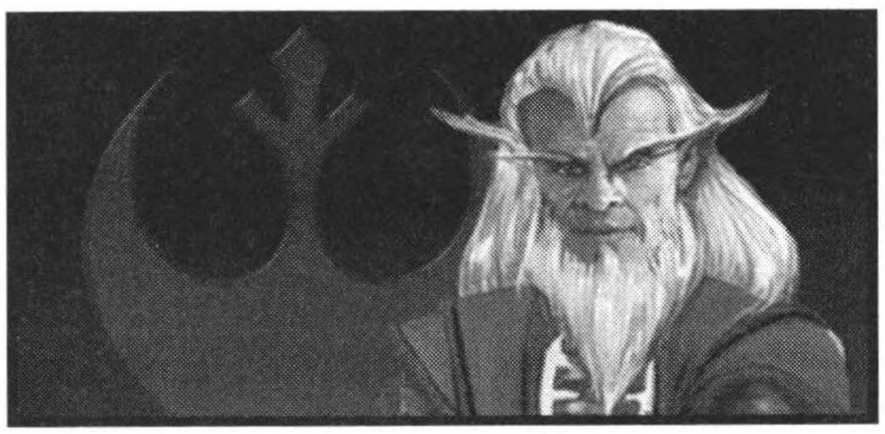
Afyon

Afyon is useful in a number of capacities for the Alliance. Capable of conducting espionage, he is far more useful undertaking dangerous abduction missions and inciting uprisings on Empire-held systems. He can command ships, as well, and makes an excellent admiral.



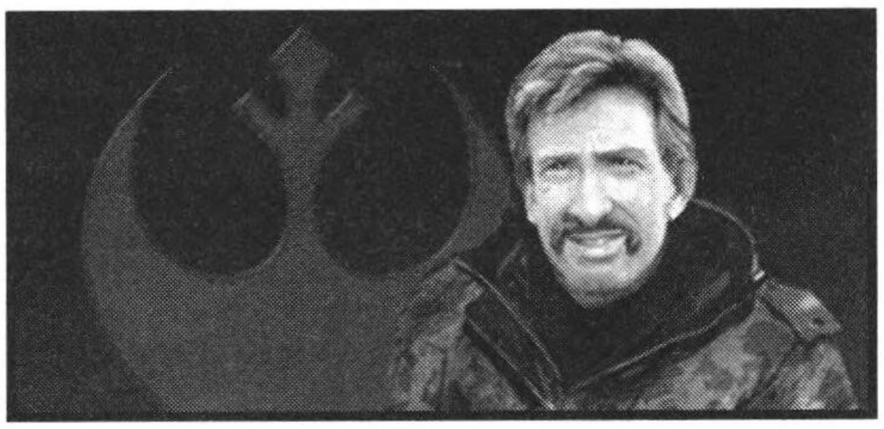
Borsk Fey'lya

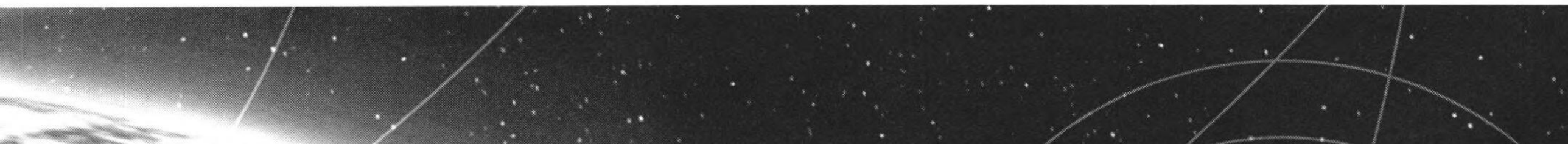
A leader of the Bothan people, Borsk Fey'lya was responsible for persuading the Bothans to join the Alliance after the Battle of Yavin. Like all Bothans, Borsk Fey'lya is an excellent spy, but thanks to his tremendous skills he serves the Alliance better as a diplomat. As capable of swaying a population to the cause as Mon Mothma, only Leia is better for the Alliance in this capacity.



Bren Derlin

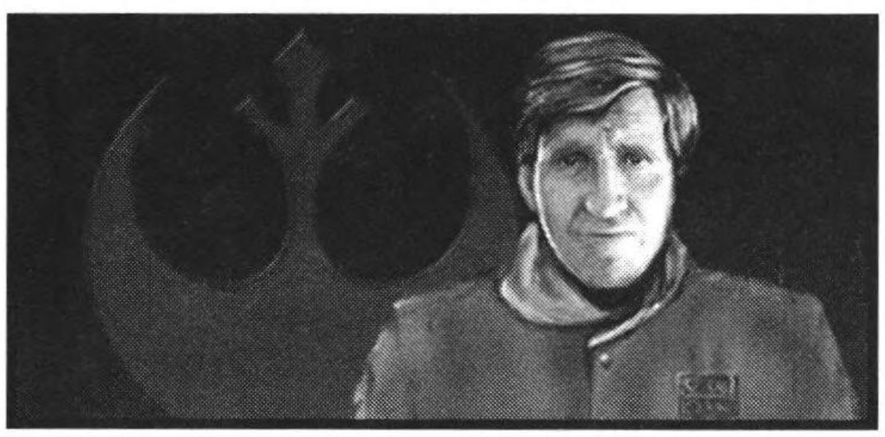
With his vast espionage and combat potential, Bren Derlin is valuable as a special agent. He can gather information on Imperial systems, conduct sabotage, and lead abduction missions.





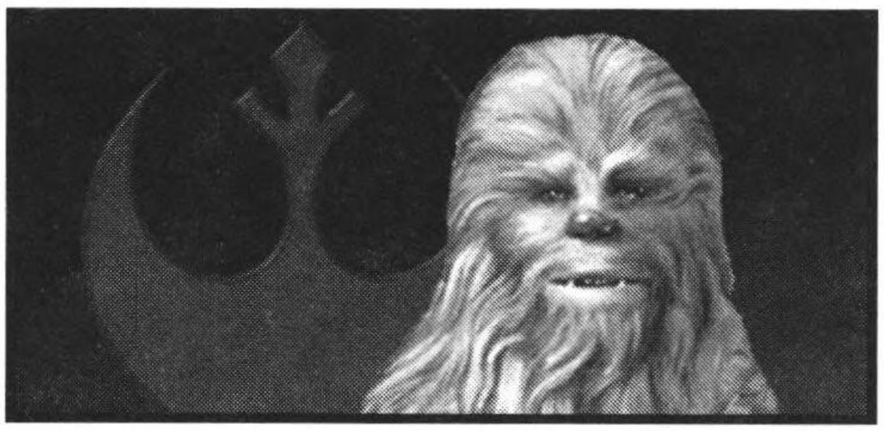
Carlist Rieekan

Carlist Rieekan, a good general and leader of troops, commands all Alliance forces in the Hoth system. Rieekan knows troops and can lead them effectively in battle. He's valuable for training new units and conducting research to better the Alliance cause.



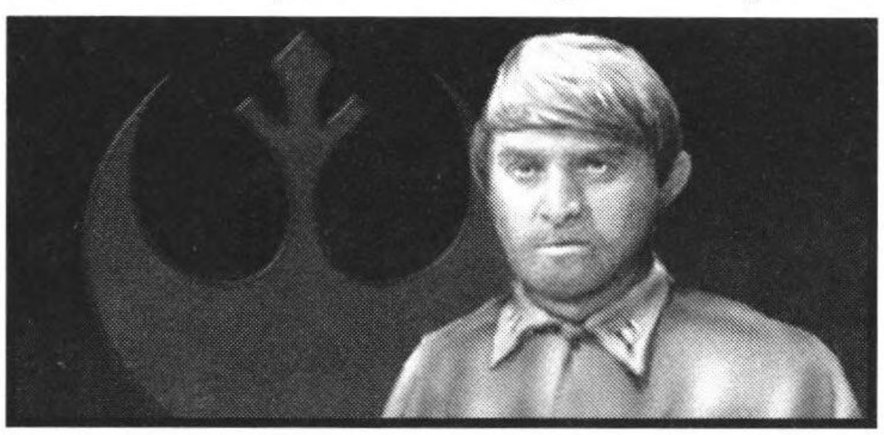
Chewbacca

Like Ackbar, Chewbacca was an Imperial slave. Han Solo rescued him from captivity, at the cost of Solo's career in the Imperial military. Since then, Chewbacca has been Solo's dedicated companion and first mate on the *Millennium Falcon*. Chewie has excellent combat and espionage skills, and is useful in gathering information on Imperial systems and capturing Imperial characters. Together, Chewbacca and Solo make a potentially devastating team.



Crix Madine

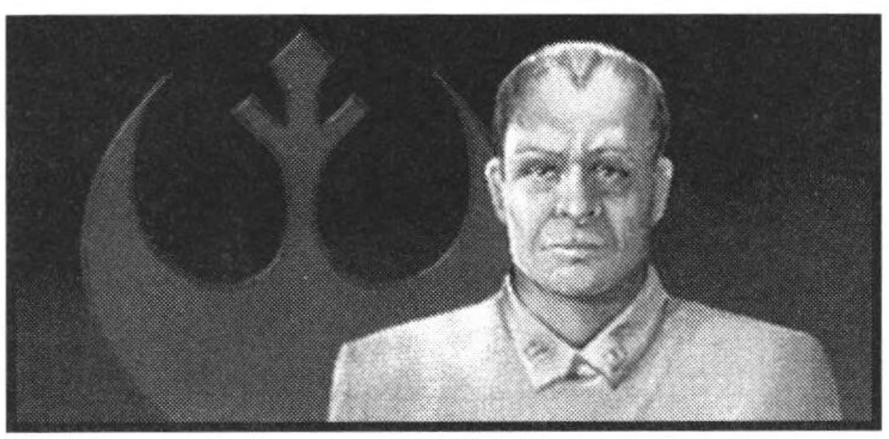
Like many members of the Alliance, Crix Madine formerly was an officer in the Imperial military. He defected to the Alliance after the Battle of Yavin, and his military knowledge has placed him in command of all Alliance ground forces and strategy. An excellent general, Madine's major value to the Alliance is his knowledge of troops and training, which allows him to develop new military units for use against the Empire.





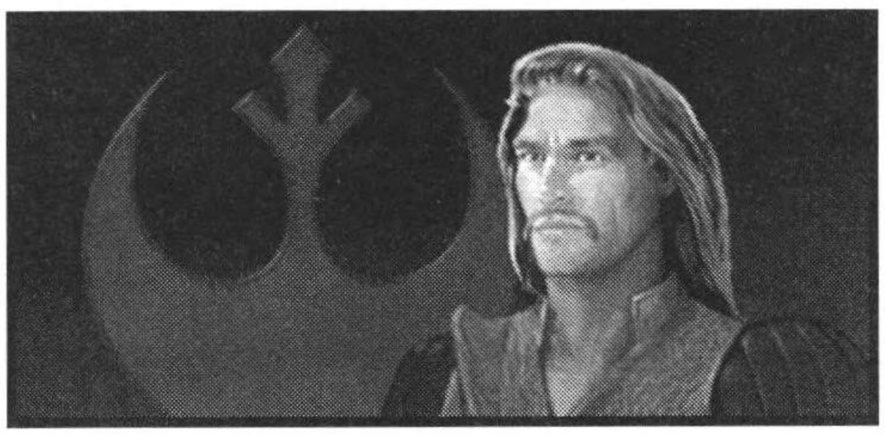
Drayson

Unlike many Alliance military elite, Drayson did not begin his military career in the Old Republic or the Imperial Fleet. Instead, he was admiral of Chandrila's fleet, and was recruited by Mon Mothma, also from Chandrila. A capable admiral, Drayson's diplomacy skills make him useful for those missions, as well.



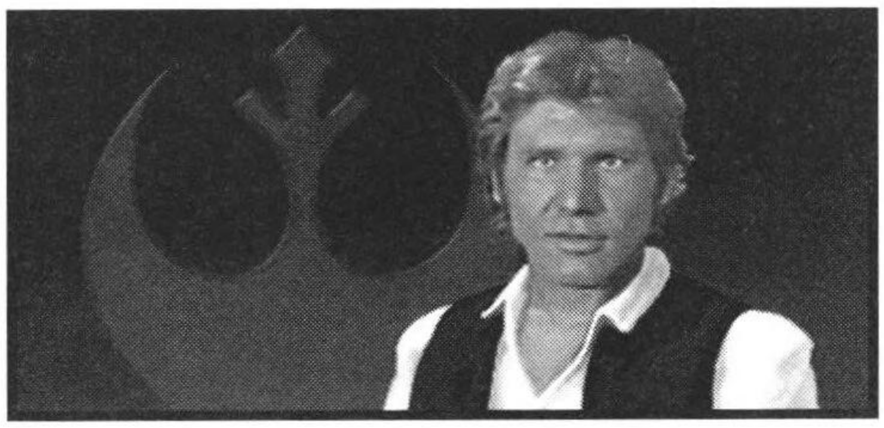
Garm Bel Iblis

An interesting character, Garm Bel Iblis was a Corellian Senator in the Old Republic. He has had confrontations with both Palpatine and the Empire. Currently hunted by the Empire, Iblis sides more with the Alliance now, but his personal grudge against Mon Mothma renders his loyalty questionable. He has excellent espionage and combat skills, and makes a worthy admiral or general. Use him best in missions to instigate uprisings or abduct Imperial characters on Empire-held systems.



Han Solo

Captain of the *Millennium Falcon*, Han Solo's background as a smuggler makes him a difficult man to pin down. His combat, leadership, and espionage skills are excellent. He's perfectly suited to any mission involving action and stealth, whether espionage, sabotage, or abduction. Han Solo also can recruit new characters quickly and effectively, making him an important member of the Alliance forces.



Huoba Neva

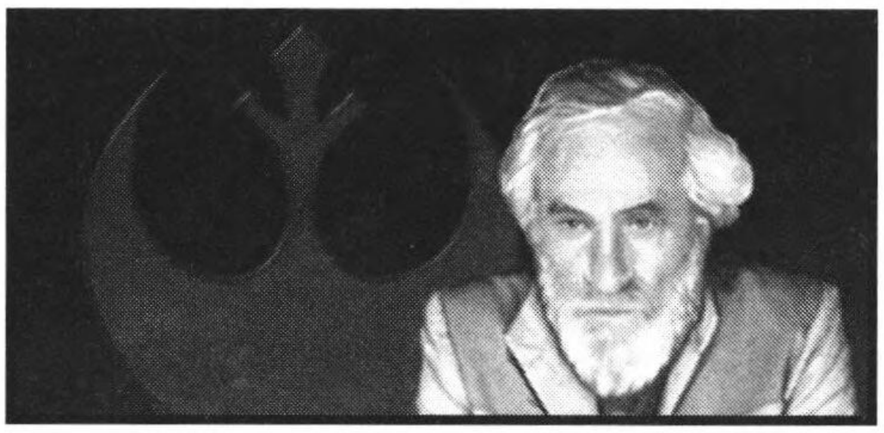
This Sullustan captain's many skills make him capable in several capacities for the Alliance. Good combat and leadership skills make him a solid choice as



an admiral or general, and his excellent espionage skills allow him to perform espionage, sabotage, and abduction missions efficiently.

Jan Dodonna

One of the steadiest Alliance characters, Jan Dodonna was behind the Rebel assault on the Death Star. Presumed killed when he stayed behind to destroy



the Rebel base on the moon of Yavin after the Rebel evacuation, Dodonna resurfaced as a powerful member of the Alliance. Capable of inciting uprisings on Empire-held systems, Jan Dodonna's greatest ability is diplomacy.

Kaiya Andrimetrum

Kaiya Andrimetrum elicits almost fanatical loyalty in the troops she commands. She's an excellent choice as a general leading troops into battle. Plus,

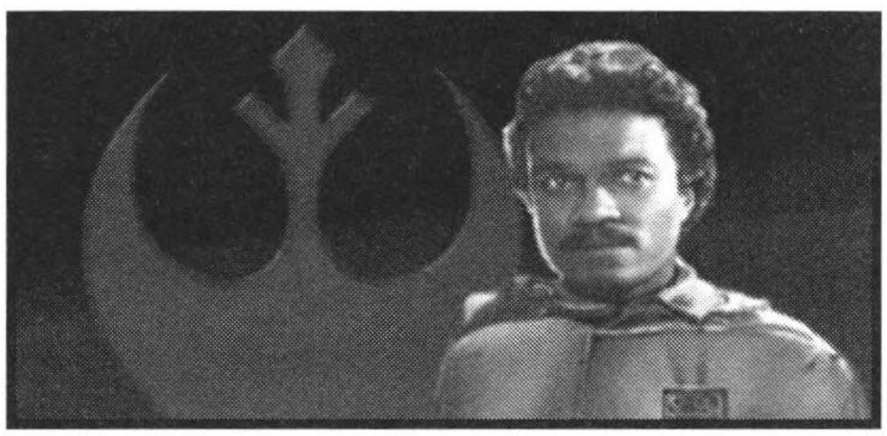


Andrimetrum's espionage and combat skills suit her well to undertaking numerous missions on Imperial systems.



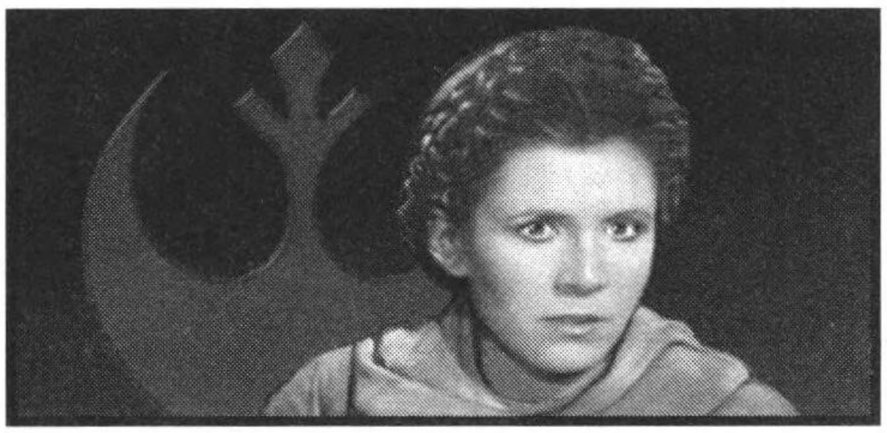
Lando Calrissian

A former associate of Han Solo's on the wrong side of the law, events placed Lando Calrissian in the position of legitimate businessman as the Baron Administrator of Cloud City in the Bespin system. A good spy with a high combat rating, Calrissian makes an excellent admiral. His background on Bespin also enables him to design new systemary facilities, making him invaluable at increasing production and strengthening the defenses on Alliance systems.



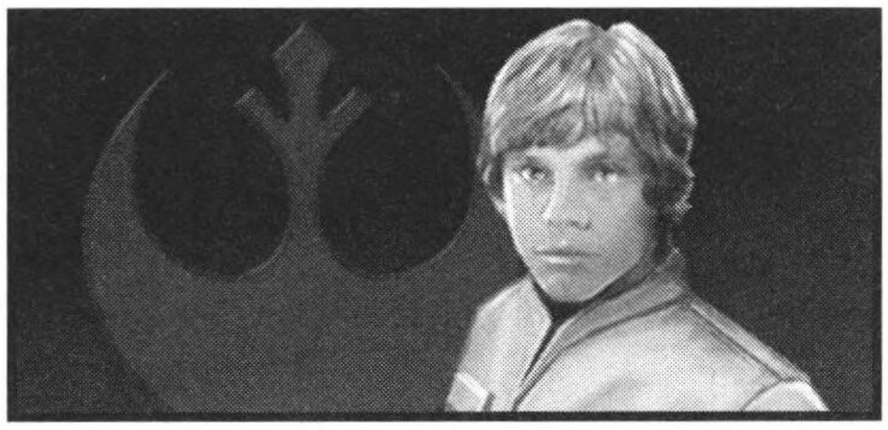
Leia Organa

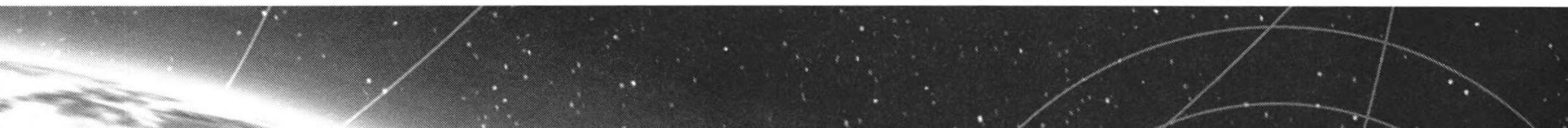
Princess Leia Organa, adopted daughter of Senator Bail Organa of Alderaan and herself a Senator in the Old Republic, is an excellent character in virtually every respect. The best diplomat for the Rebel cause, Leia also is a capable spy. She has good combat and leadership ratings, as well. She can undertake virtually any mission with a good chance of success. Use her best as a diplomat to convert systems to the Alliance cause. Leia also can run recruitment missions.



Luke Skywalker

As the destroyer of the Death Star and a powerful, albeit undeveloped, user of the Force, Luke Skywalker's capture is key for Imperial victory. Luke is an excellent all-around character who can conduct espionage, diplomacy, and other missions with equal ease. His combat rating is unequaled among Alliance characters, and his ability both to recruit new characters and train them in the ways of the Force makes him invaluable in virtually every aspect of the Alliance's war effort.





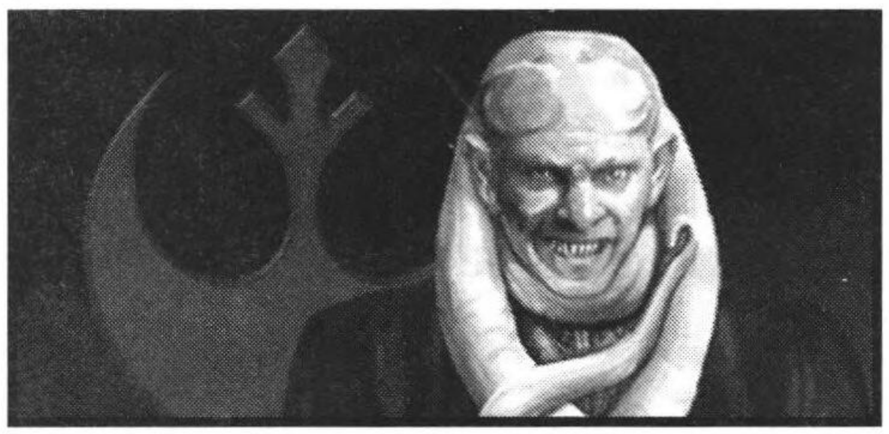
Ma'w'shiye

Although unable to command troops or produce support from neutral systems, Ma'w'shiye is an almost perfect Special Forces operative. His superior combat and espionage skills make him ideal for sabotage and abduction missions. Combined with other Special Forces units, Ma'w'shiye can take out powerful characters and well-guarded defenses on even the most secure Imperial systems.



Mazer Rackus

A long-time supporter of the Alliance cause, this Twi'lek pilot has fought for the Rebels for many years. Like Ma'w'shiye, Mazer Rackus is an excellent Special Forces operative, boasting great combat and espionage skills. Paired with Ma'w'shiye, Mazer Rackus is a force to be reckoned with, and can succeed in even the most difficult mission.



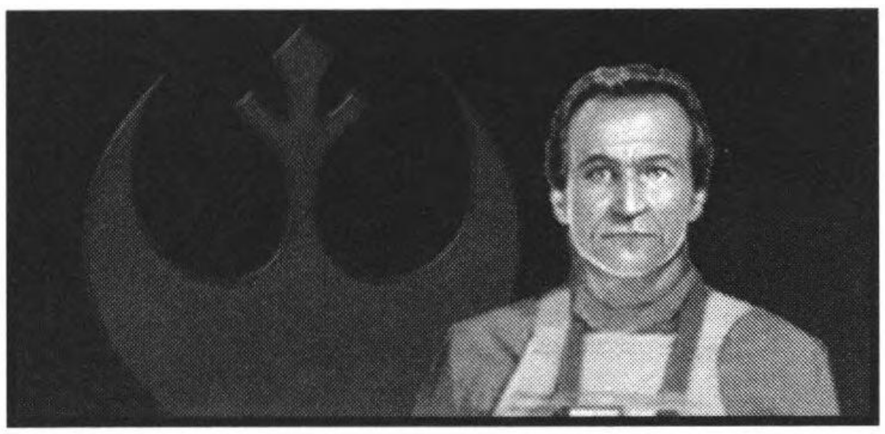
Mon Mothma

A longtime foe of the Emperor, Mon Mothma was one of the few Senators to openly oppose Palpatine's takeover of the Old Republic. As President of the Alliance, Mon Mothma is one of the two characters the Empire must capture to win. She's an excellent diplomat, able to convert neutral systems to the Alliance cause quickly and easily. Mon Mothma also can recruit new characters.



Narra

One of the few remaining pilots who participated in the attack on the Death Star, Narra is a longtime fighter for the Rebel cause. In addition to his great espionage and combat skills, Narra also is a capable leader, making him a superior choice for infiltrating Imperial systems and inciting uprisings: even if discovered, he can fight his way back to safety.



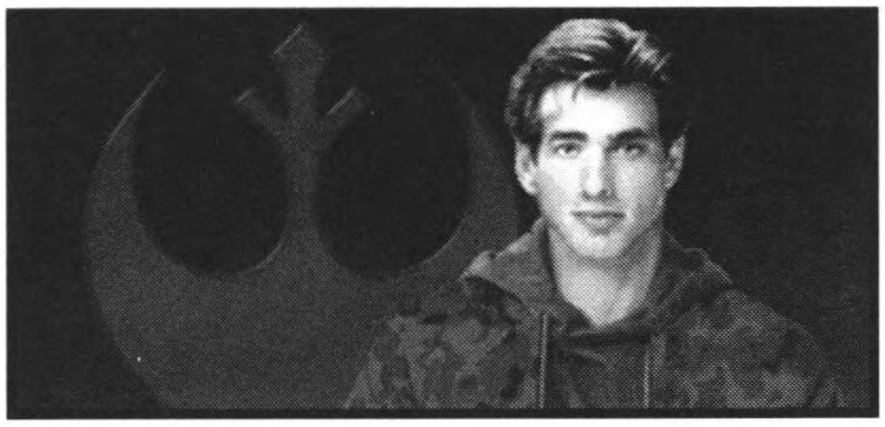
Orrimaarko

The first Dresselian to command an Alliance Special Forces team, Orrimaarko should be kept busy. His espionage skills and combat ability allow him to penetrate heavily defended Imperial systems for espionage and sabotage missions, and he can abduct well-defended Imperial forces characters, as well.



Page

Page is almost perfectly suited to performing difficult assignments on Imperial systems. His espionage skills give him a good chance of acting undetected, and his combat abilities allow him to get out of difficult situations. He's an excellent choice for abduction and sabotage missions.



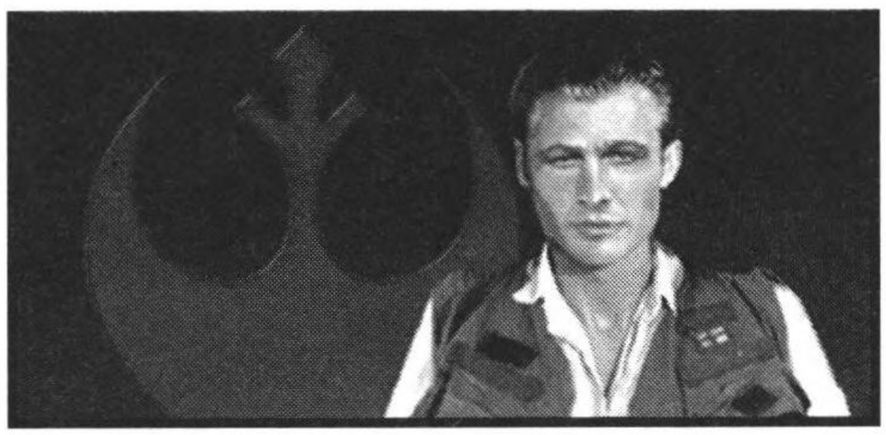
Roget Jiriss

Jiriss's contacts as a smuggler allow her a certain amount of freedom, even in Imperial space. Therefore, she functions well in espionage missions and for instigating uprisings on Imperial systems.



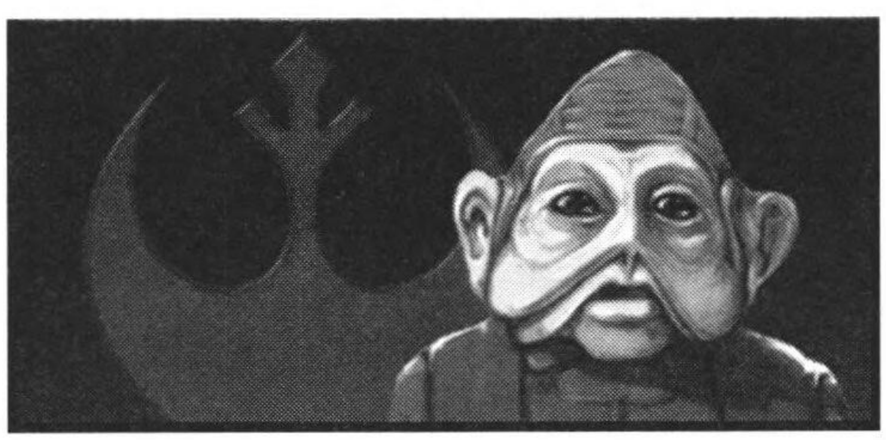
Sarin Virgilio

Used to the pressures of commanding ships, Sarin Virgilio is a perfect choice for admiral of Alliance capital ships. His other abilities make him a good choice for sabotage and abduction missions. He performs extremely well on the systems his ships blockade.



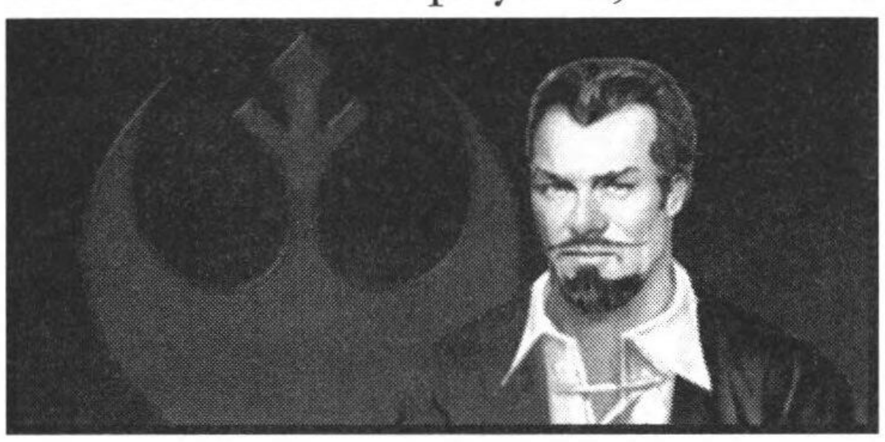
Syub Snunb

A Sullustan, Snunb's skills make him one of the more versatile Alliance characters. Snunb, a powerful admiral, also is worthy as a spy and Special Forces operative. He can perform successfully virtually any covert operation.



Talon Karrde

Karrde has been known to take pay from both Empire and Alliance. Currently on the Alliance payroll, his abilities make him successful in a variety of capacities. An excellent leader, a capable general, and a good admiral, Karrde is valuable for diplomacy and for his ability to research and develop new facilities for the Alliance.



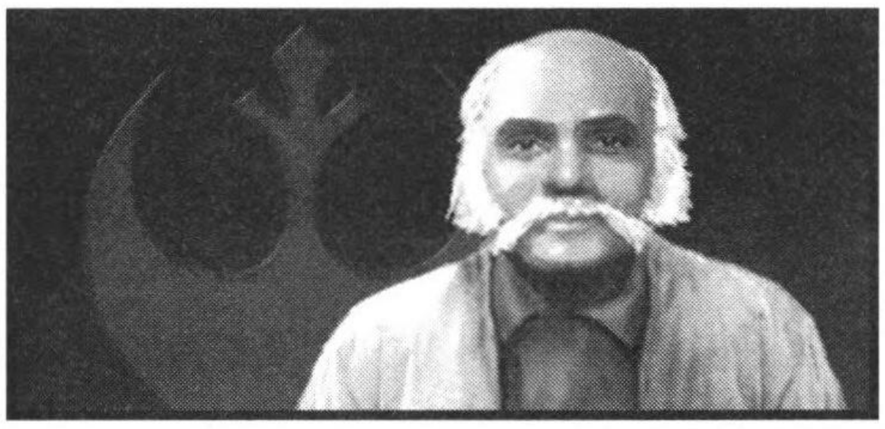
Tura Raftican

Previously an investigative reporter, Tura Raftican is a powerful information source for the Alliance. Her combat skills are good, but she's most useful in espionage missions in even the most carefully guarded Imperial system.



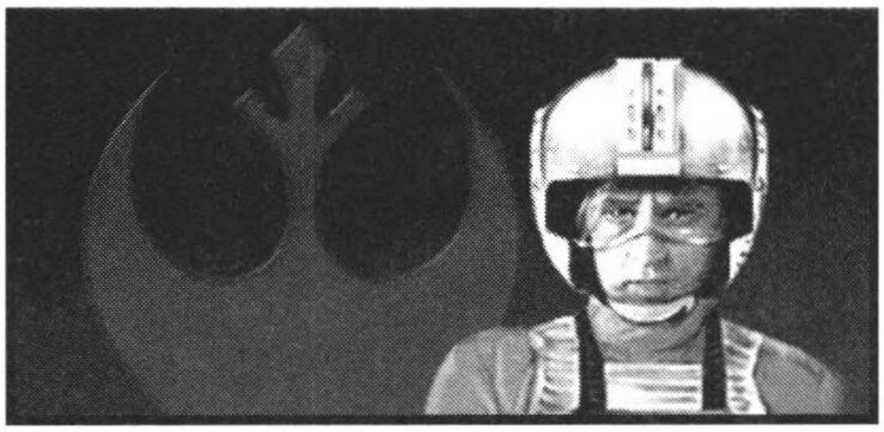
Vanden Willard

A good leader who can stir populations into revolt and uprising, Vanden Willard also makes an excellent diplomat. He is at his most useful performing diplomacy missions on neutral systems: you can count on him to bring new systems to the Alliance quickly and efficiently.



Wedge Antilles

One of the few Rebel pilots to survive the assault on the Death Star, Wedge Antilles is a capable leader and an excellent starfighter tactician. More important, Antilles' mechanical know-how means he can develop new ship types efficiently, allowing the Alliance to improve their fleet and starfighter wings quickly.



Imperial Forces Characters

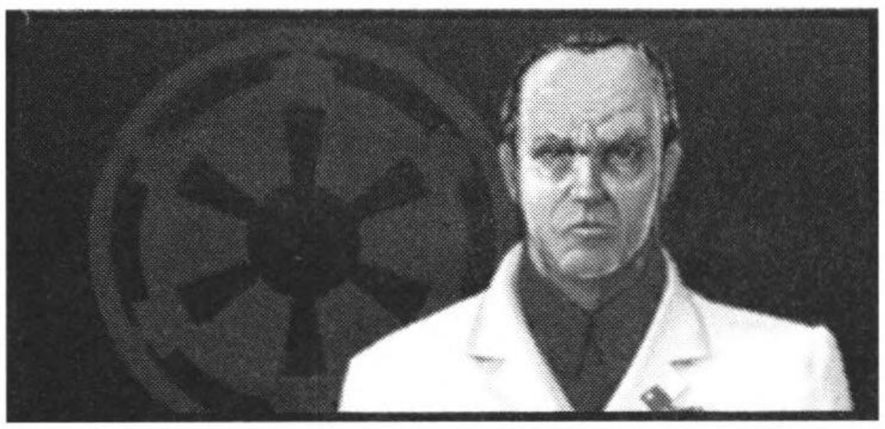
Bane Nothos

In charge of the Imperial Outer Rim Territories patrol fleet, Bane Nothos makes a good fleet admiral, thanks to his good leadership abilities. And his combat rating means he'll keep his head in difficult battle situations.



Bevel Lemelisk

Designer of the original Death Star, Bevel Lemelisk is an invaluable character for the Imperial forces player. He can conduct research on facilities, troops, and new ships, and thus is capable of research breakthroughs across the entire Imperial war effort.



Bin Essada

Essada's odd physical appearance would seem to be a drawback, and it prevents him from operating well in terms of espionage and combat. He makes up for this by being an excellent leader and a good diplomat who can convert neutral systems quickly. Use him best as a diplomat and as a troubleshooter on systems that have succumbed to uprisings. He can put down the uprisings quickly, and then use his diplomatic skills to further solidify the system's allegiance to the Imperial cause.



Brandei

A cautious battle commander, Brandei functions well as an admiral. However, his tremendous espionage and combat skills make him perfect for abduction and sabotage missions, and his leadership skills allow him to put down uprisings efficiently. Brandei is extremely valuable, and is well-suited to working from blockading fleets where he can best use his superior skills.



Covell

Second in command to Veers of a group of elite Imperial ground forces, Covell is a capable leader who can take troops into battle or subdue the masses on Imperial systems in revolt. Covell's best use is in conducting troop training research missions.



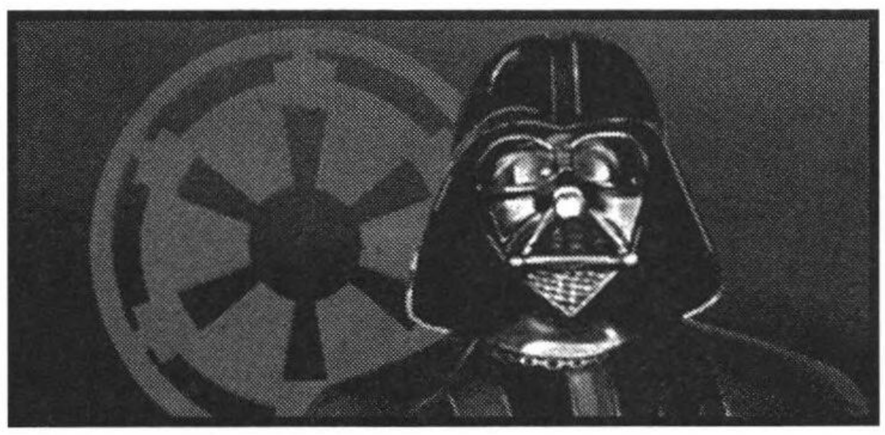
Daala

Women don't tend to rise in the Imperial ranks, but Daala is an obvious exception. Her military genius has taken her to the highest rank attainable in the Imperial navy. Daala has good combat skills and leadership abilities, and she can perform difficult espionage missions. Use her most efficiently to command a fleet. She can be trusted with even very difficult combat assignments.



Darth Vader

Known and feared throughout the galaxy, Darth Vader is easily the Empire's most versatile and valuable character. He's one of the two characters the Alliance player must capture for victory, and abducting him is never simple. Vader is superior in every category, and can handle virtually any mission, regardless of conditions. A powerful and capable diplomat, Vader possesses the highest combat rating in the galaxy. He's the only Imperial forces character who can train others in the ways of the dark side of the Force, and he can recruit new characters for the Imperial war effort. Keep Vader well-protected at all times, and keep him working on recruitment and diplomacy missions.



Dorja

Dorja has a reputation for caution above and beyond the norm in the Imperial fleet. To date, the ship under his command has suffered no casualties due to his extreme care in combat. He makes a nearly perfect admiral, and you can trust him with difficult battles.



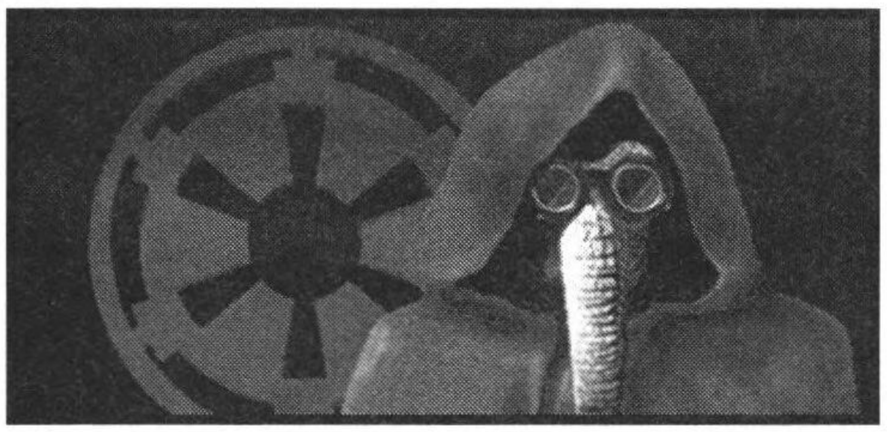
Emperor Palpatine

Next to the Force itself, the Emperor is the greatest power in the galaxy. The man who single-handedly disbanded the Senate and the Old Republic, Palpatine is a master of the dark side of the Force, and is one of the characters the Alliance must capture for victory. The Emperor is capable of virtually any mission, and is most effectively used in diplomacy missions. He's one of the two Imperial forces characters able to recruit for the Imperial cause, as well. The Emperor also is useful for quelling uprisings.



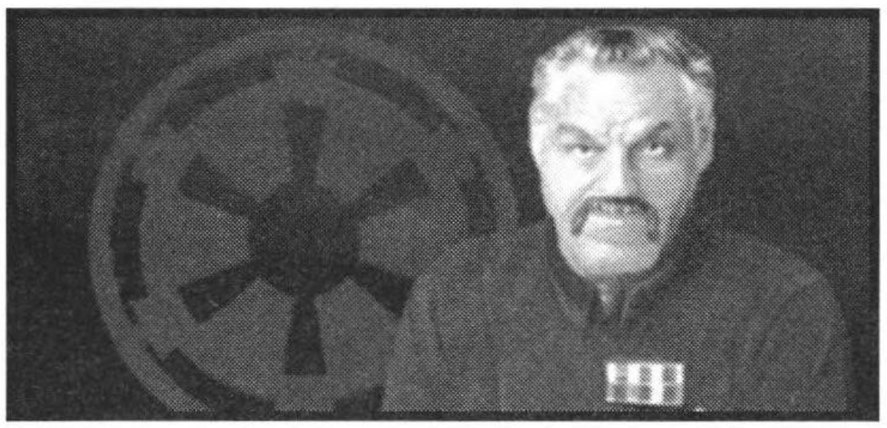
Garindan

More than any Imperial forces character (with the possible exception of Shenir Rix), Garindan is the consummate spy. He can gather information on tightly held Alliance systems, and you can count on him to return safely and quickly.



Grammel

Known as a ruthless and cruel commander, Grammel has never been noted for his diplomatic skills. However, he's powerful in combat, and his reputation affords him the luxury of nearly complete obedience from his troops. This reputation serves him well in subduing uprisings and as a fleet commander.



Griff

Griff made his name blockading the Yavin system after the destruction of the Death Star. His combination of skills makes him a good leader and a better admiral. You can trust him to handle uprisings and to lead his fleets into battle effectively.



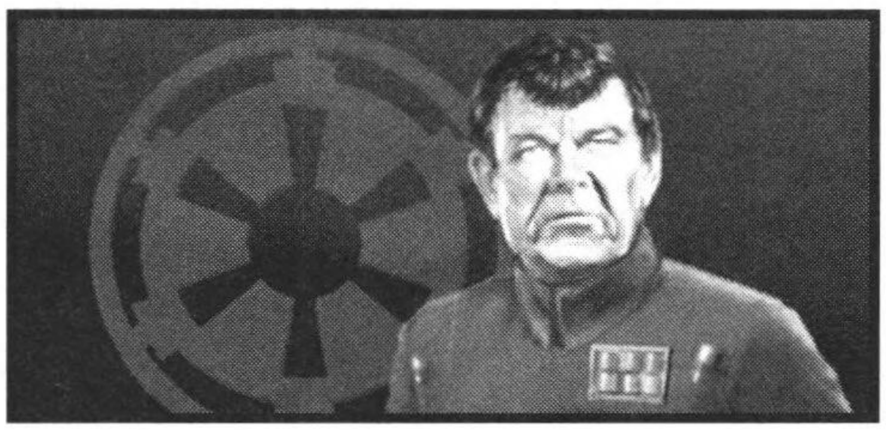
Jerjerrod

Moff Jerjerrod is very useful to the Empire thanks to his excellent diplomacy skills. His leadership abilities make him a capable commander or admiral, but you'll use him most appropriately for converting neutral systems to the Imperial cause and in subduing uprisings on recently invaded systems.



Klev

Familiar with virtually all aspects of warfare, Klev is an excellent choice to command a fleet or lead an invasion force. More importantly, Klev's knowledge of ships and fleets allows him to conduct ship research missions and develop new capital ships and starfighters for the Imperial fleets.





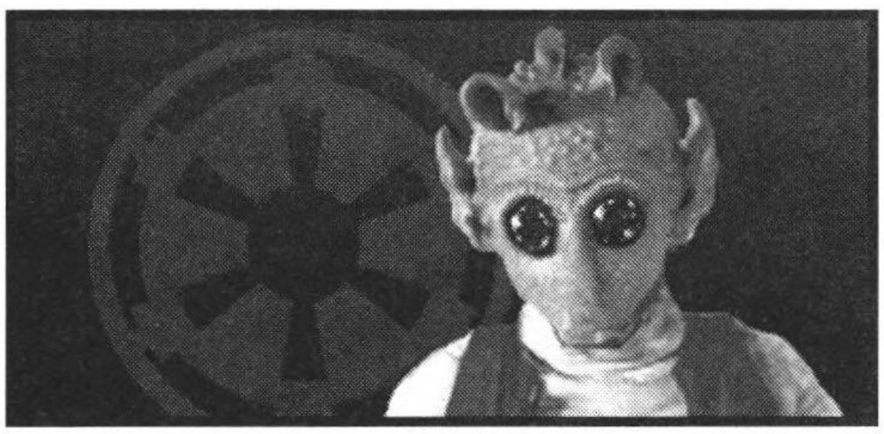
Labansat

Like many mercenaries on the Imperial payroll, Labansat has superior espionage and combat abilities, at the cost of diplomatic and leadership skills. Labansat is a good assassin, and functions well leading sabotage and abduction missions. He's useful on a blockading fleet for running missions prerequisite to bombardment and invasion.



Menndo

Menndo began his career as a bounty hunter, but soon discovered there are higher profits in assassination and espionage. Because of this, he's become an excellent assassin, most appropriately used for missions of this type. He's also a capable spy who can get in and gather information in even heavily defended Alliance systems.



Needa

Needa is one of the Empire's better admirals. In charge of a fleet of ships, Needa is quick and decisive; he makes a superior battle and/or fleet commander. Plus, his combat skills and good espionage rating allow him to perform assassination, abduction, and sabotage missions with fair chances of success.



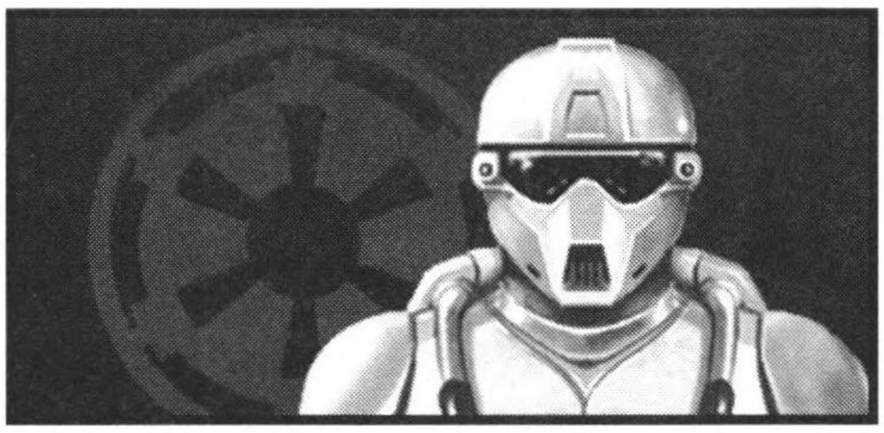
Niles Ferrier

In many ways, Niles Ferrier is the Empire's perfect agent, despite being a mercenary and smuggler. He's ruthless and cruel, capable of performing distasteful acts without complaint. He's perfect for assassination and sabotage missions and, paired with other units or characters, is a powerful force for abducting battle-savvy Alliance characters.



Noval Garaint

This bounty hunter has never been seen out of his armor. Rumors surround him and his abilities are legendary—with reason. The Imperial forces player will find Noval Garaint capable of completing virtually any task assigned him, whether abduction, assassination, sabotage, or espionage, and regardless of the strength of the Rebel defenses on the target system.



Orlock

After Bevel Lemelisk, Orlock is top authority of Imperial facilities, and is the best the Empire has to offer when it comes to ground-based facilities. Orlock's combat and leadership skills make him successful at putting down uprisings and conducting some missions on Alliance systems. However, his ability to research new facilities is invaluable.



Ozzel

An excellent commanding officer, Ozzel nonetheless finds himself on Vader's bad side. Use him best to command a fleet, where he excels. Additionally, his espionage and combat skills allow him to perform missions with good chances for success on the systems he blockades with his ships.



Pellaeon

What Pellaeon gives up in combat and espionage rating he makes up for in diplomacy and leadership. He's an excellent admiral. Like Bin Essada, he's perfect for quelling uprisings, because he can end them efficiently, and for increasing Imperial support in that system with diplomacy once the uprising is subdued.



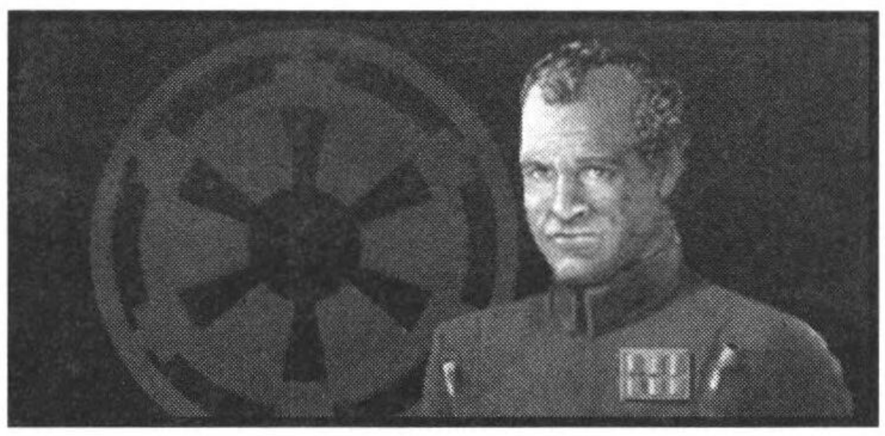
Piett

The right hand of Darth Vader, Piett is a good all-around character who can perform a variety of missions and objectives with equal chances for success. Although his espionage rating is low, his other abilities make up for it. He performs well as a fleet admiral, able to command ships and troops in taking over systems, and capable enough to subdue uprisings and increase support for the Empire through diplomacy on those systems he conquers.



Pter Thanas

Although Pter Thanas has a reputation as a loyal servant of the Empire, he also has a reputation for being kinder and gentler than the typical Imperial officer. This makes him a good diplomat and inspires loyalty among his troops. A good troop commander and better-than-average admiral, Thanas is used most appropriately as a diplomat and to subdue uprisings.



Screed

Screed was the Emperor's right-hand man until Darth Vader assumed that position. His skills make Screed one of the most valuable members of the Imperial forces. Trust Screed to perform well as admiral in any space battle. Plus, he's more than capable of producing spectacular results on virtually any covert operation, regardless of a system's circumstances.



Shenir Rix

A premier information dealer, Shenir Rix is a Mon Calamari who's turned against her people. She takes professional pride in delivering not only quality information but recent information—usually less than a day old. Her combat skills make her able to take on some dangerous missions, but her main use is as a spy, gathering information on Rebel systems.



Thrawn

Thrawn is the only nonhuman admiral in the Imperial navy. He earned his position thanks to his reputation as a superior tactical commander and as someone who can keep his head in battle. Well-suited to commanding fleets of warships, Thrawn also can serve the Empire by researching new ship types, adding power to the Imperial fleet.



Veers

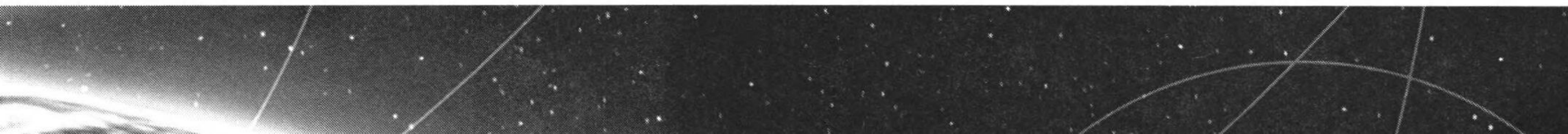
Commander of the elite ground troops under Darth Vader's command, Veers has positioned himself to be named commander of all Imperial ground forces. His high leadership and combat ratings enable him to lead troops into battle. Equally important, Veers is an excellent researcher, and can conduct troop training missions to further the Imperial cause.



Villar

Villar's desire to see the galaxy has forced him to go into business selling information—and the Empire usually bids highest for his services. Excellent at espionage and a competent warrior, Villar often succeeds running dangerous missions on Alliance systems. He's most valuable to the Empire because of his ability to research new facilities.





Zuggs

Zuggs is a versatile character you can trust with even the most difficult missions. His espionage skills are good enough to get him onto tightly held Alliance systems, and his combat and leadership skills give him a good success rate in assassination, abduction, sabotage, and incite uprising missions. He's also valuable as an admiral, and for commanding an important fleet or system.

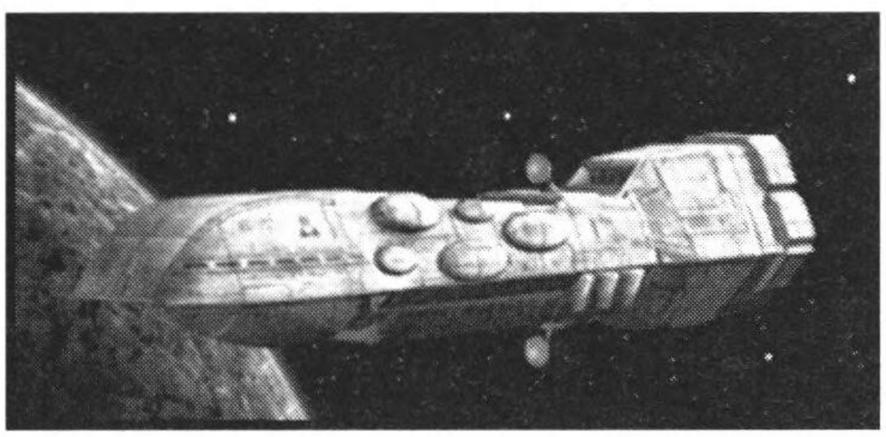


Appendix G
Star Wars Rebellion Spacecraft

Alliance Capital Ships

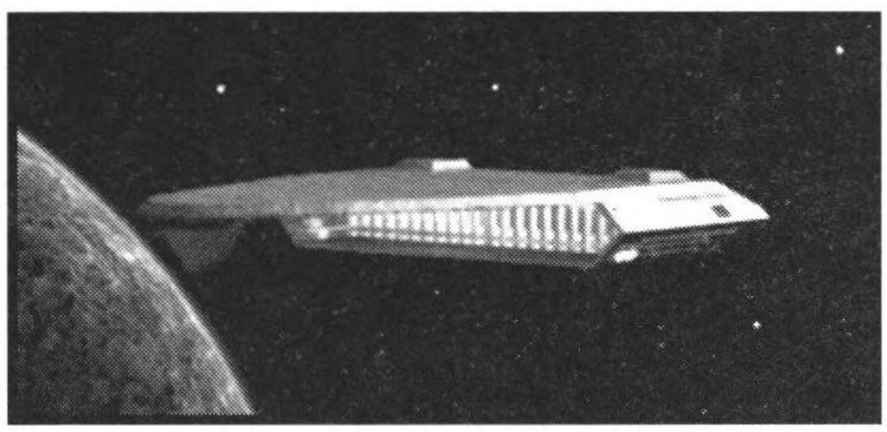
Alliance Dreadnaught

The Alliance, which rarely can pick and choose the ships that make up its fleets, still uses this ancient ship model. Equipped with a sufficient amount of weapons and fair shielding, the Alliance Dreadnaught can defend itself well. It makes a stout systems defender and serves well as a secondary ship in blockading fleets.



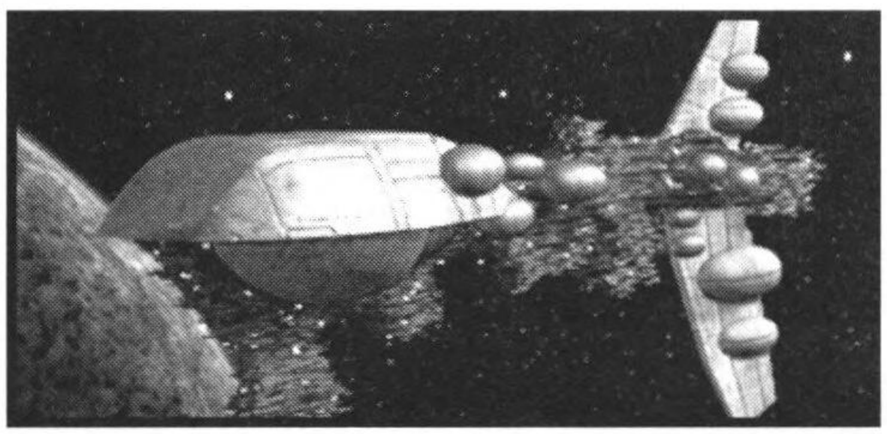
Alliance Escort Carrier

Given the superiority of Alliance starfighters, it makes sense to have a way to get them into battle quickly. Enter the Alliance escort carrier. Incapable of conducting significant defense on its own, the escort carrier can carry six full wings of starfighters into battle. Because of their weak armament and shields, and the fact that systems often possess starfighter wings of their own, escort carriers are seldom used in system defense. However, in blockade and battle fleets, they're a prerequisite to Alliance victory.



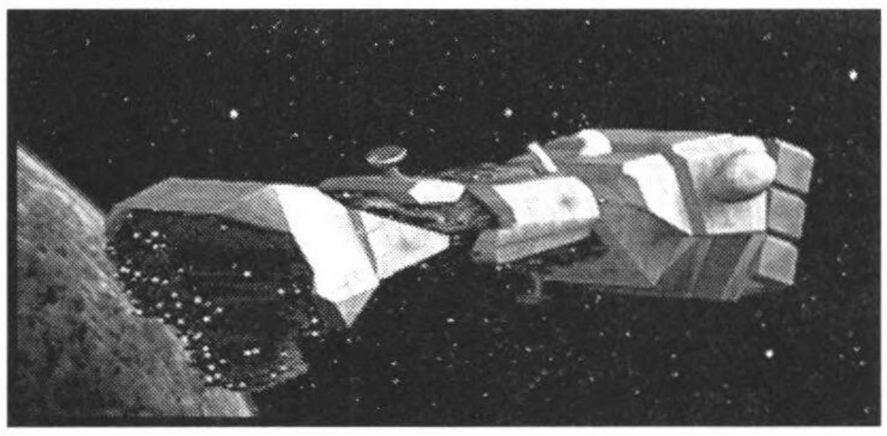
Assault Frigate

Powerful and deadly, the assault frigate is one of the better ships in the Alliance arsenal. Constructed on the same hulls as the older Alliance Dreadnaughts, assault frigates are capable of greater speed, firepower, and better maneuverability than the Dreadnaughts. When available, assault frigates should become a mainstay in the Alliance fleet and can operate as the flagships of larger fleets.



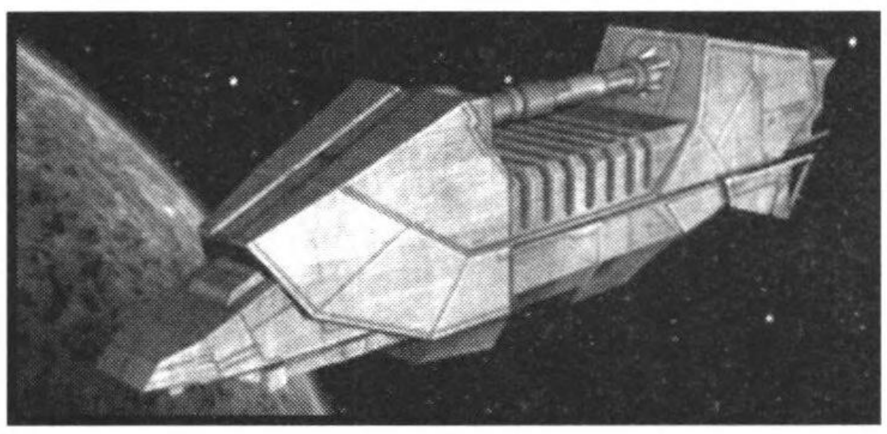
Bulk Cruiser

An older ship model, the bulk cruiser is nonetheless a powerful craft, with strong hulls and good shields. Its two weaknesses are its relatively weak weapons and its inability to support troops or starfighter wings. An excellent support ship, bulk cruisers function well in larger fleets where they can attack Imperial ships without being the main focus of Imperial retaliation.



Bulk Transport

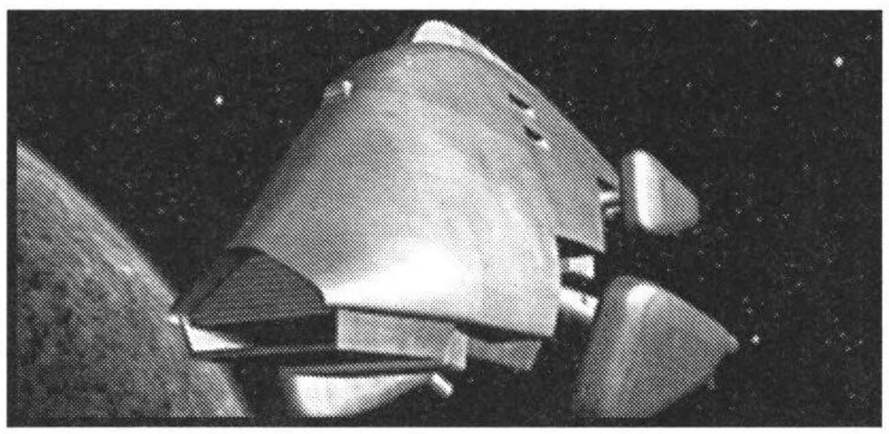
Bulk transports are unarmed, but boast good shields. These ships are used exclusively to transport military units and should never take a place in defensive fleets. Adding them to blockade or attack fleets allows you to place additional troops at the command of the invading force. Their tremendous capacity for military units makes them perfect for exploring new Outer Rim sectors.





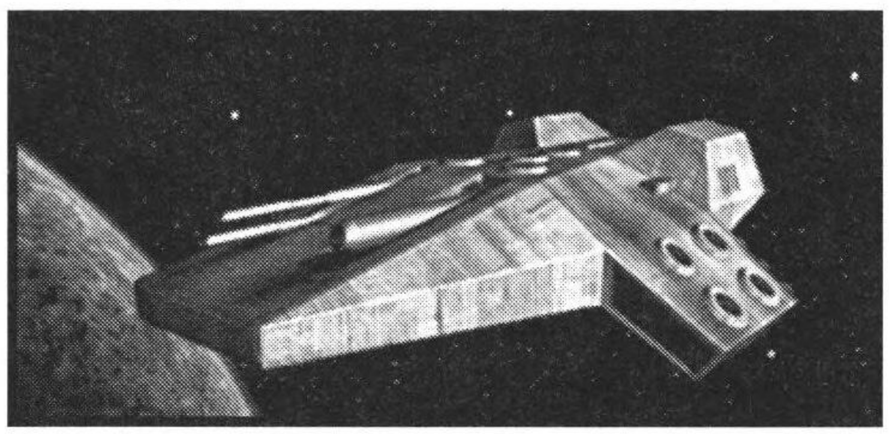
Bulwark Battlecruiser

Arguably the Alliance's ultimate, the Bulwark battlecruiser is the most powerful in the game and can stand toe-to-toe with all Imperial ships except the Death Star. With its massive array of weaponry, powerful shields, and great capacity for troops and fighter squadron groups, this battlecruiser is almost a fleet in and of itself. It's the natural flagship for any major Alliance fleet.



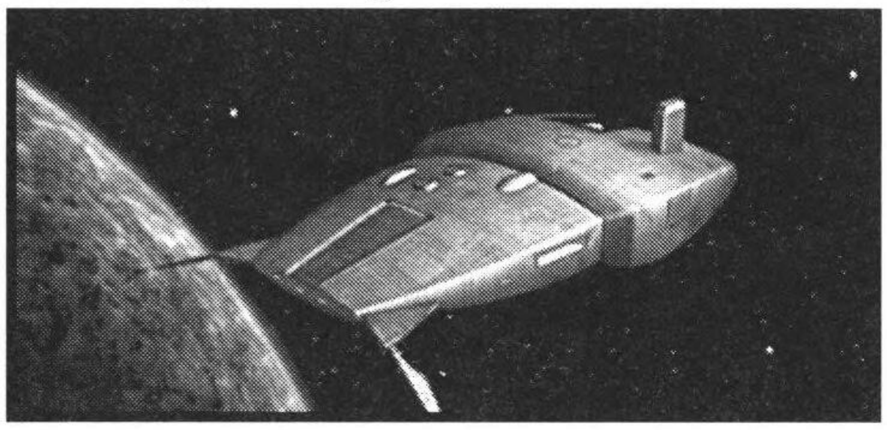
CC-7700 Frigate

Well-armed and capable of taking out starfighters or damaging heavier capital ships, the CC-7700 frigate is something of an anomaly for the Alliance. Its main benefit is its gravity well projector, which can prevent Imperial ships from hyperspacing away from combat. Use the CC-7700 when the Alliance has a tactical advantage in space.



CC-9600 Frigate

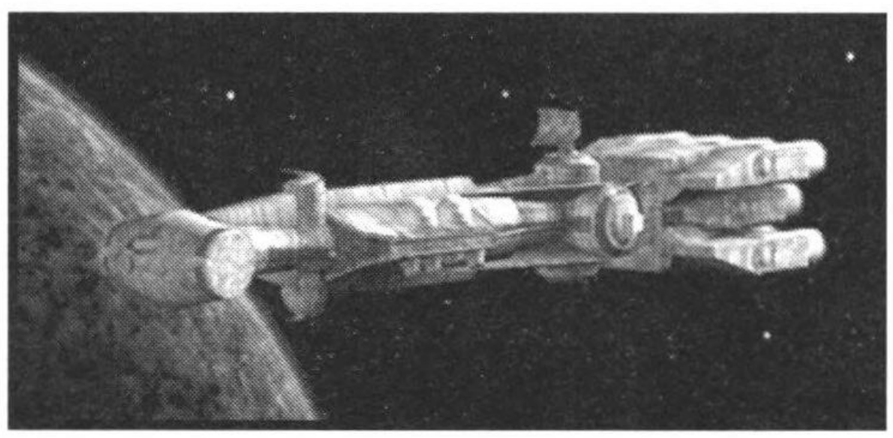
This more powerful version of the CC-7700 frigate differs from it significantly. It has given up its lasers in favor of more turbolasers and the addition of ion cannons, making it a primary attack ship against Imperial fleets. Because the gravity well projector isn't included, it can carry two ground units.





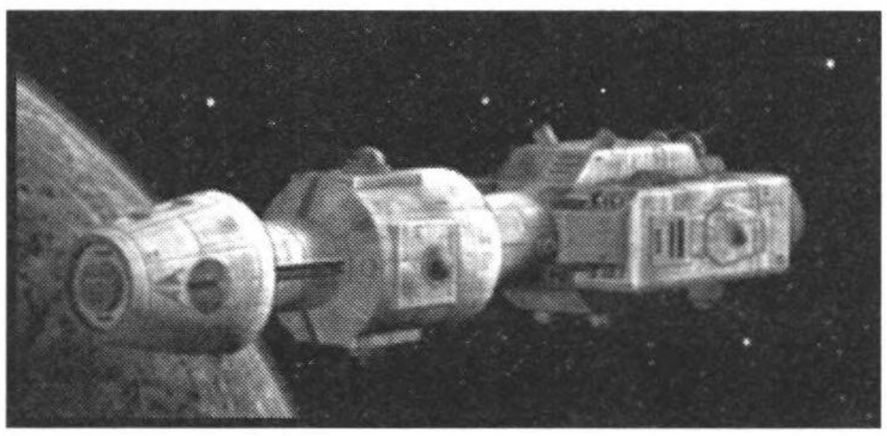
Corellian Corvette

Only slightly less well-armed than the Corellian gunship, the Corvette, or blockade runner, has had a long and storied history. It can deal severe blows to incoming starfighters, but is overmatched against all but the weakest Imperial capital ships. It's a marvelous defensive ship, both for preventing system invasion and for escorting less maneuverable capital ships.



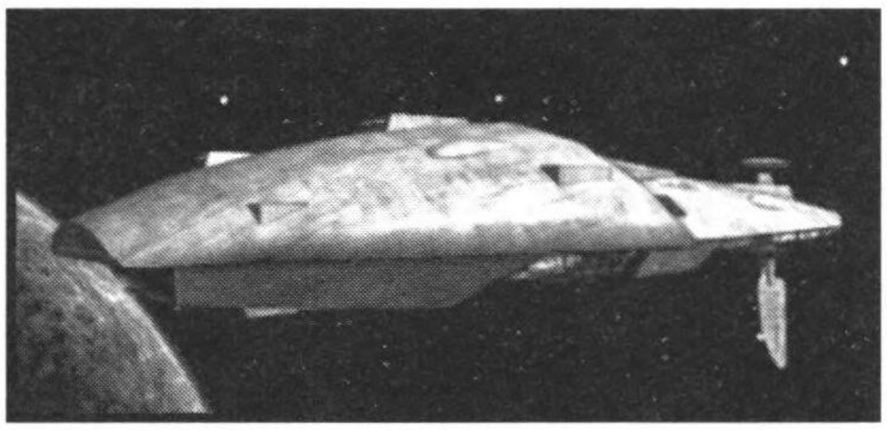
Corellian Gunship

Engines alone fill nearly half of this ship's hull, making it one of the faster ship models available. This and its bristling array of lasers make it a one-ship wrecking crew when it comes to taking down Imperial fighters. Suited for slicing through wings of TIEs, the Corellian gunship is at home in system defenses and as an escort for larger ships on blockades.



Dauntless Cruiser

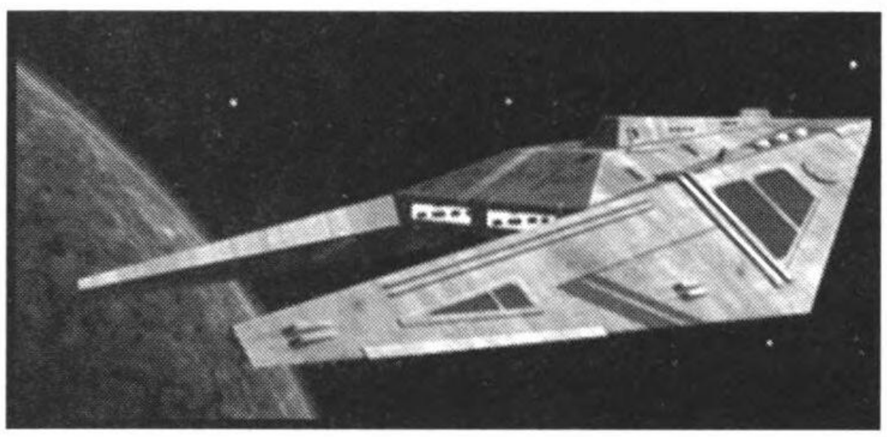
This huge cruiser was designed on the hull of a luxury liner. Its extensive sensors, countermeasure equipment, shielding, and powerful armaments make it a superior frontline ship. Combined with Bulwark battlecruisers, the *Dauntless* cruiser makes a force that only the largest and most powerful Imperial fleets can stop.





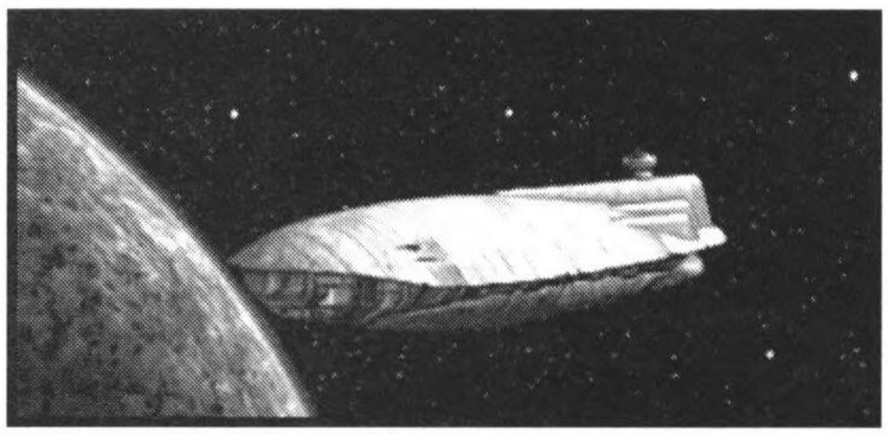
Liberator Cruiser

Its small size belies this ship's ability to haul as many fighter wings as an escort carrier and three troop regiments besides. With its bristling array of weaponry, it makes a powerful frontline ship. Excellent shielding keeps it well-protected in battle, although it tends to be somewhat vulnerable to incoming starfighters. Rush these against Imperial capital ships, and they won't disappoint you.



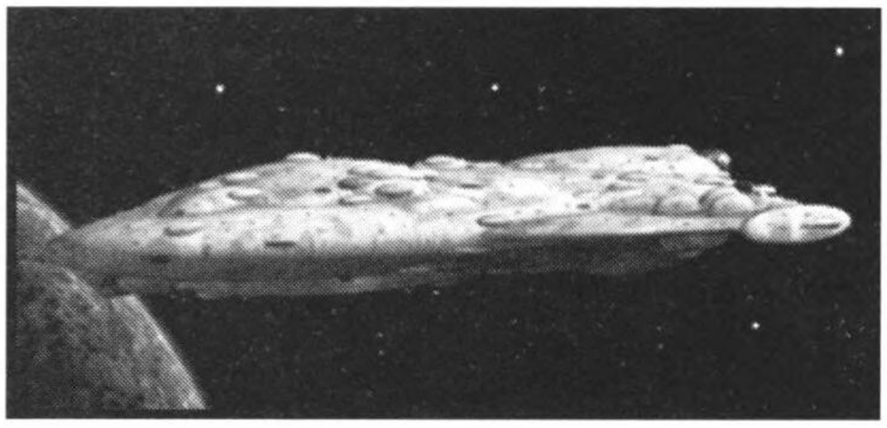
Medium Transport

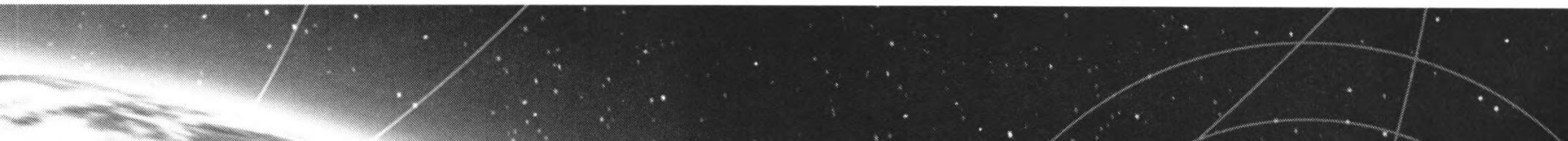
These ships have only a third of the carrying capacity of bulk cruisers, but can defend themselves somewhat with the small batteries of lasers mounted on two sides. The medium transport's real benefit is that it's quick to build and needs less of an escort when entering dangerous space. However, it's a weak and bulky ship that makes an easy target for Imperial craft. Thus, you rarely should leave it on its own or take it into combat.



Mon Calamari Cruiser

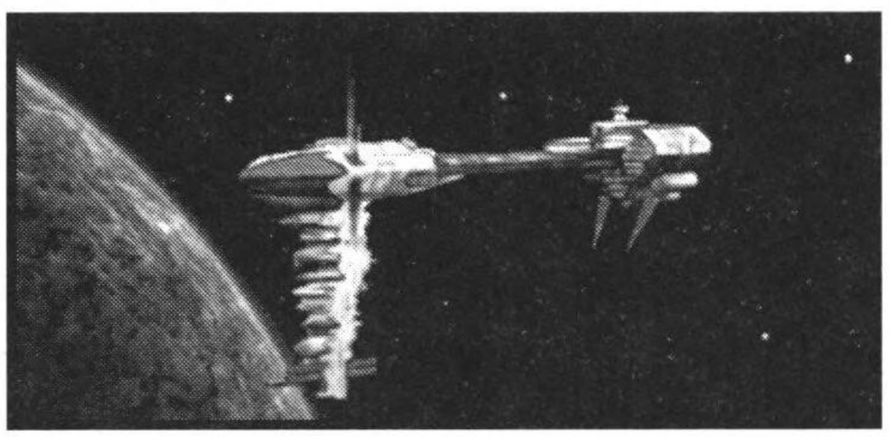
The Mon Calamari cruiser originally was a large pleasure ship. With their redundant systems, Calamari cruisers are difficult craft to maintain, but their extensive backups also make them difficult to destroy. This reliability and durability make them a mainstay in the Alliance fleet. Good shields and a powerful array of weaponry make them difficult opponents for all but the largest Imperial ships. Calamari cruisers are well-suited for systemary defenses and can operate as the backbone of any Alliance battle fleet.





Nebulon-B Frigate

This ship originally was designed as a defense against starfighters, but Alliance starfighter craft generally can hold their own against TIEs. Still, Nebulon-B

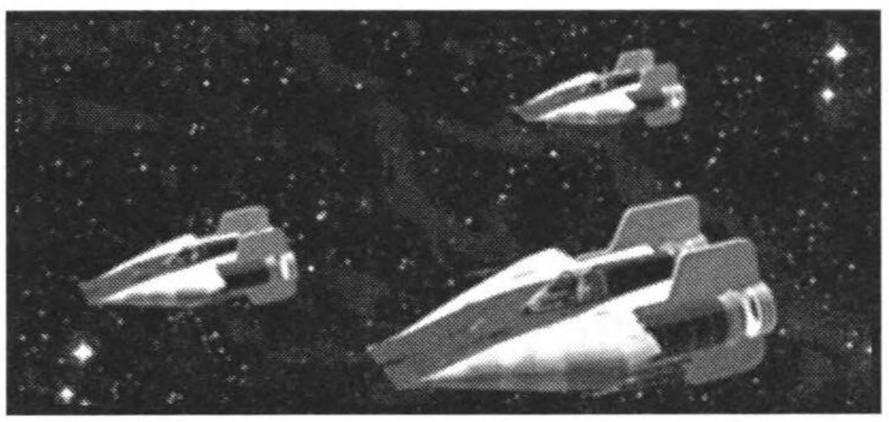


frigates work well against incoming TIEs. These ships are well-armed and -armored and can take care of themselves without fighter escort. Their ability to defend against both capital ships and fighters makes them perfect for systemary defense.

Alliance Starfighters

A-Wing Starfighter

Quick and nimble, the A-wing is lightly armed and armored, lending it additional maneuverability. It's well-suited to defend against Imperial starfighters: Its agility allows it to sweep in and attack with its powerful twin wing-mounted

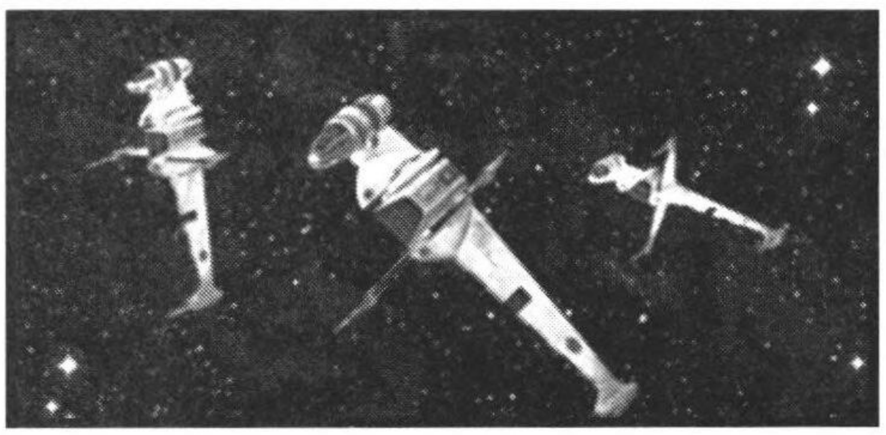


blasters. Designed to combat the nimbler TIE models, A-wings are too lightly armored to stand up to assaults from Imperial capital ships. They make excellent additions to fleets as protection against the hordes of TIEs Imperial fleets usually carry.



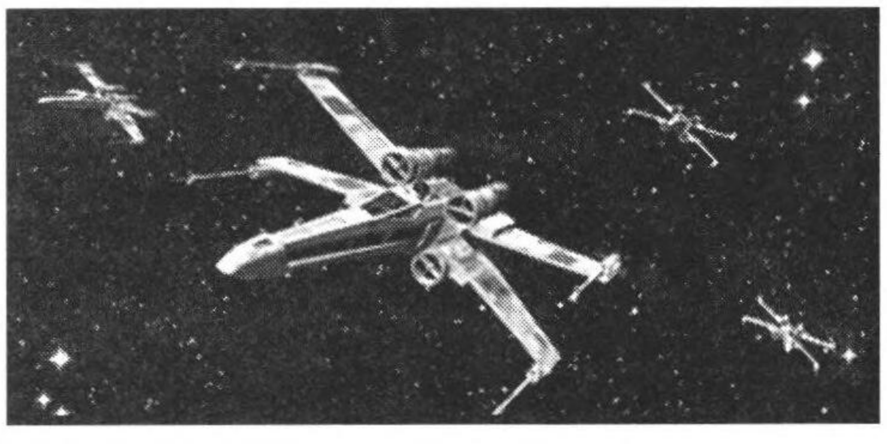
B-Wing Starfighter

Considered a starfighter only because of its small size, the B-wing can defend itself against even the heaviest Imperial assault. It's larger than the typical starfighter, and because of this is less maneuverable and slower than most. Only the strength of its hull and shields prevents it from being destroyed quickly and easily by TIEs. It serves well in systemary defense and to attack even heavier Imperial capital ships (and its ion cannons and blasters make it that much more effective).



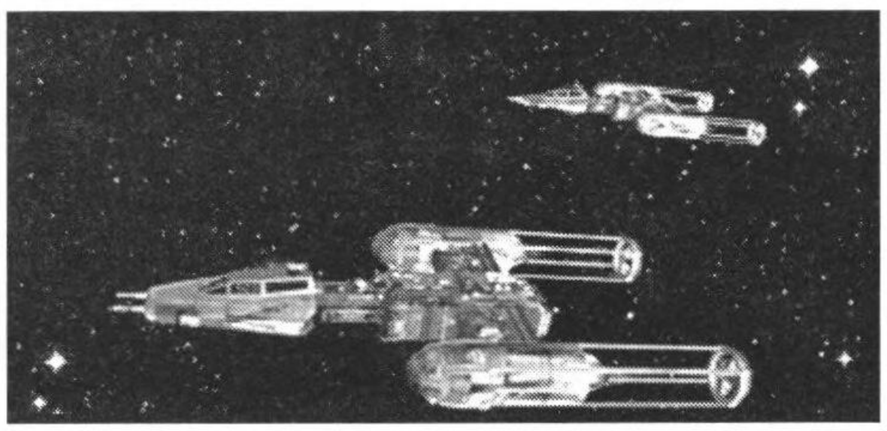
X-Wing Starfighter

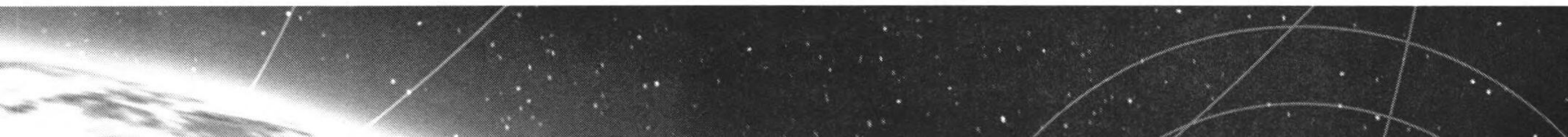
The quintessential Alliance starfighter, the X-wing is perhaps the most versatile starfighter of either side. The four lasers mounted on its wing tips give it firepower unequaled by most other single-pilot craft, and its smaller size makes it maneuverable enough to defend itself against incoming TIEs. X-wings are well-suited to any assignment and can take out Imperial starfighters, defend systems from invasion, and even mount attacks against powerful Imperial ships-of-the-line.



Y-Wing Starfighter

Until the B-wing becomes available, the Y-wing is the Alliance's heaviest starfighter. Slower and less agile than most starfighters, the Y-wing's strength lies in its excellent shields and powerful hull. More durable than most craft of its size, the Y-wing can be trusted to assault Imperial capital ships effectively, although it tends to suffer high losses in combat against Imperial starfighters.

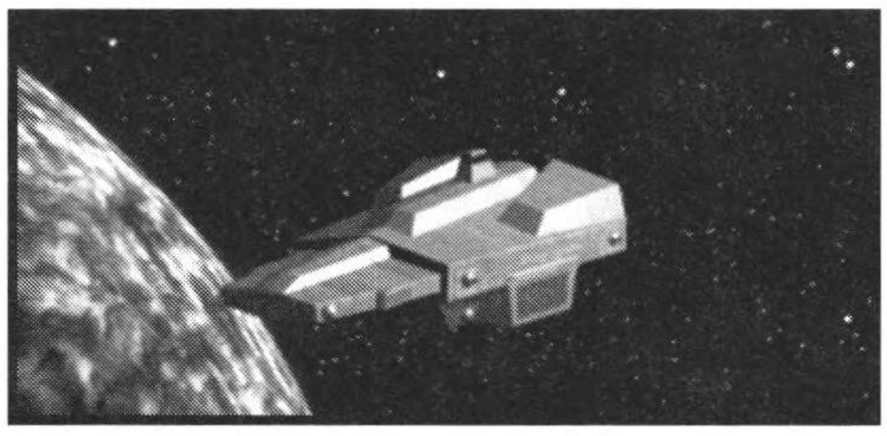




Imperial Capital Ships

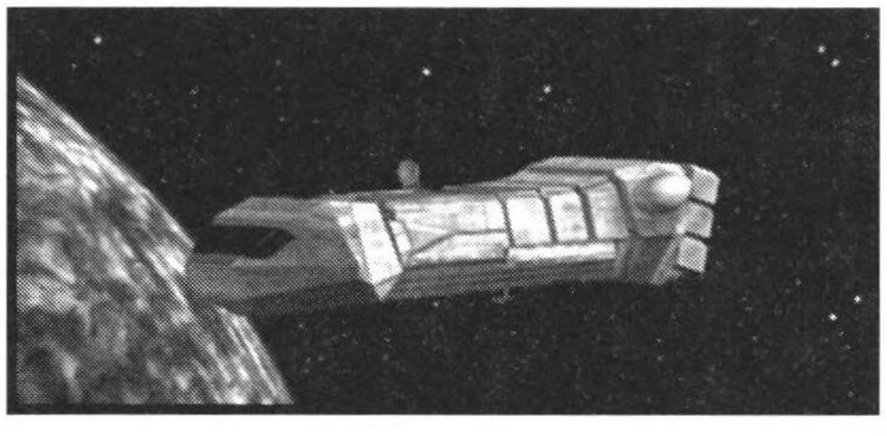
Assault Transport

The assault transport was designed for the insertion of Imperial troops into contested areas. With good armor and sufficient laser firepower, the assault transport can take care of itself in battle, allowing it to move in Alliance-held areas without escort. Its only weakness is that its armament and armor leave it room enough to carry only a single troop regiment.



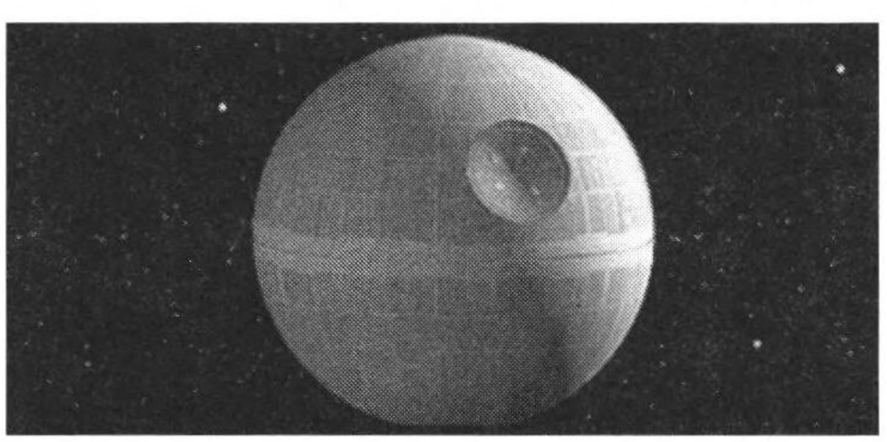
Carrack-Class Light Cruiser

Well-suited to a variety of tasks, the Carrack light cruiser is a mainstay of the Imperial fleet at the beginning of a game. Eventually, as more powerful ships come into play, its lighter armor and lack of powerful weaponry render this class of ships less useful. But even late in the game, Carrack light cruisers make excellent escorts and exploration craft.



Death Star

Chief Engineer Bevel Lemelisk developed this vast battle station for the Empire. An amazing feat of engineering, the original Death Star measured 120 kilometers across and carried 750,000 troops. Its main superlaser could destroy an entire system. The original Death Star demonstrated its power on the system Alderaan, obliterating it with one burst of its laser. Creating this station is a serious undertaking, requiring several systems' worth of

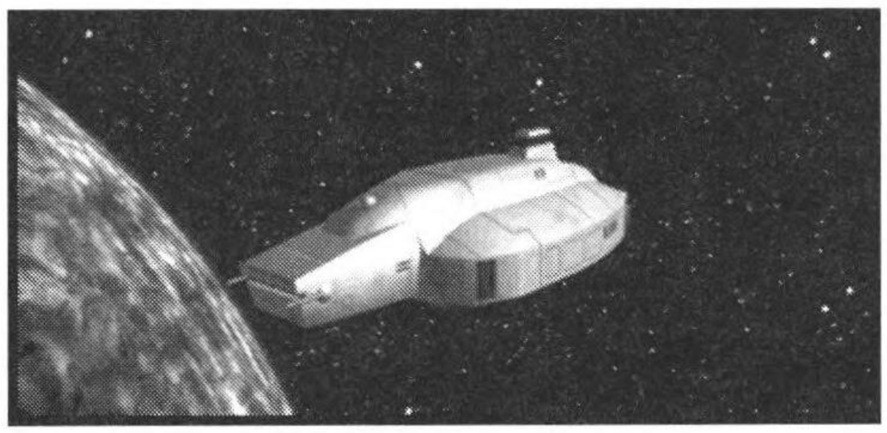




mines and refineries and the continual production of shipyards and training centers. An instrument of fear, the Death Star increases Imperial loyalty throughout any sector the station is in. Solely vulnerable to single-pilot starfighters, the Death Star should be protected by other ships.

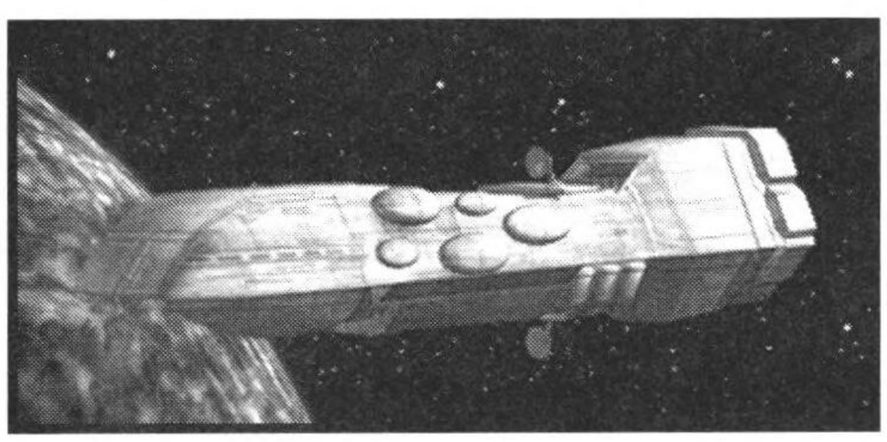
Galleon

Lightly armored and unarmed, the Imperial Galleon is primarily a transport ship. Never take it into combat; its bulk and lack of weaponry make it an easy target. Use it mainly to carry additional troops to a system, either as a garrison or to join in on a systemary assault.



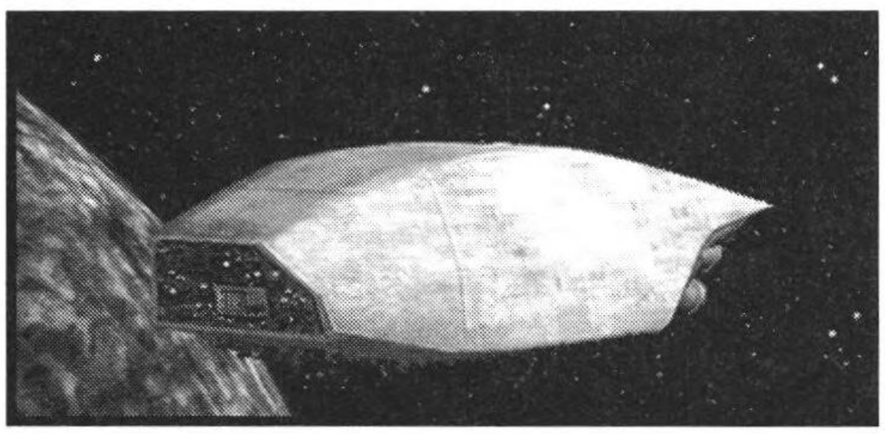
Imperial Dreadnaught

This ancient ship model is akin in many ways to the Alliance Dreadnaught. Its aged hulls render it more vulnerable to incoming fire, and its relatively feeble array of weapons make it weaker than its great size would suggest. Capable and powerful enough in the early going, Imperial Dreadnaughts should be relegated to exploration as you develop more powerful Imperial models.



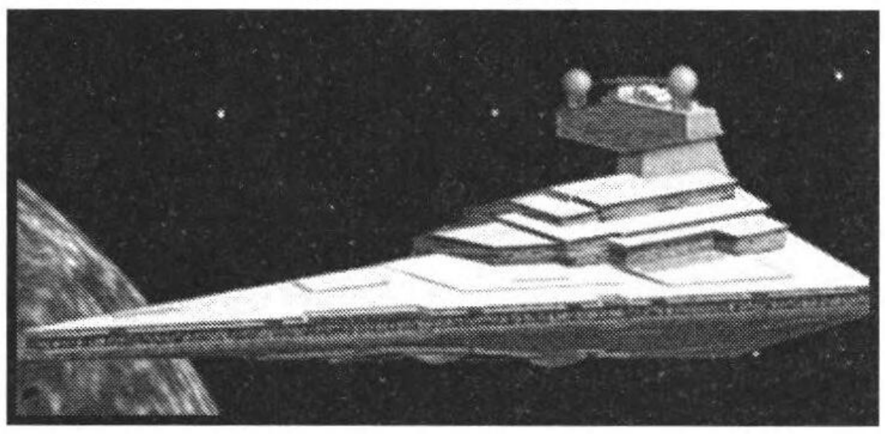
Imperial Escort Carrier

This ship addresses the TIE's lack of hyperspace capability. An integral part of any invasion or battle fleet, the Imperial escort carrier is lightly armed and armored, but can carry a half-dozen TIE fighter squadron groups into battle.



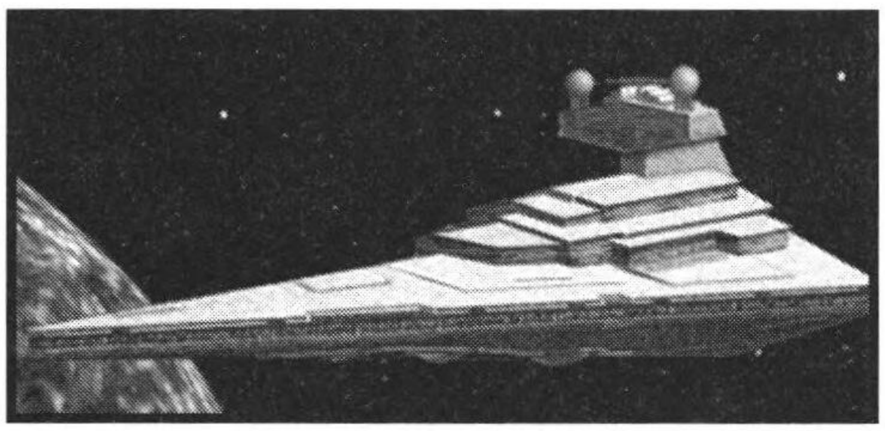
Imperial Star Destroyer

The backbone of the Imperial navy, the triangular Star Destroyers symbolize Imperial might. They possess massive shields and devastating firepower. A natural flagship for Imperial fleets, the only weakness of this huge and powerful ship is the exposed location of its shield generators.



Imperial II Star Destroyer

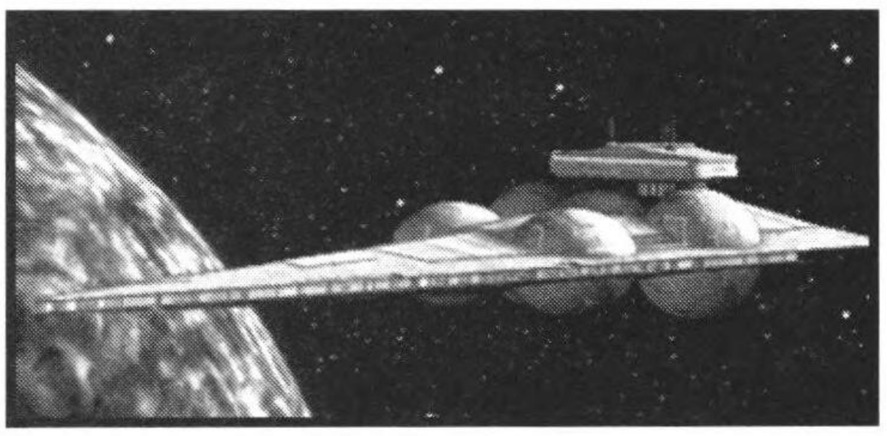
This upgraded model of the Imperial Star Destroyer has a stronger hull and far more powerful weaponry. Like its predecessor, the Imperial II Star Destroyer is a natural flagship for powerful fleets, and its huge turbolaser batteries make it a fearsome opponent.





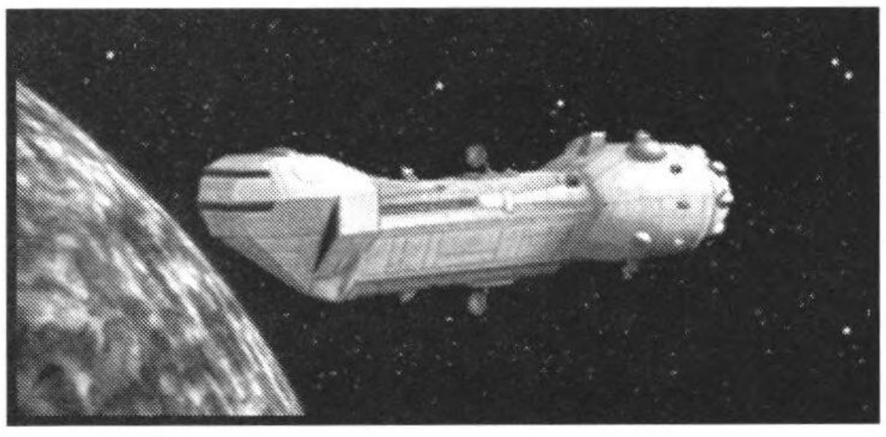
Interdictor-Class Cruiser

The Interdictor cruiser has good shields, but only moderate weaponry. It's still one of the Empire's most important developments, because it also packs a gravity well generator and four gravity well projectors, making it impossible for the Alliance ships it encounters to hyperspace to safety. Ineffective on its own, the Interdictor is integral to larger battle fleets because it effectively ensures that Alliance ships will stay around long enough to be destroyed.



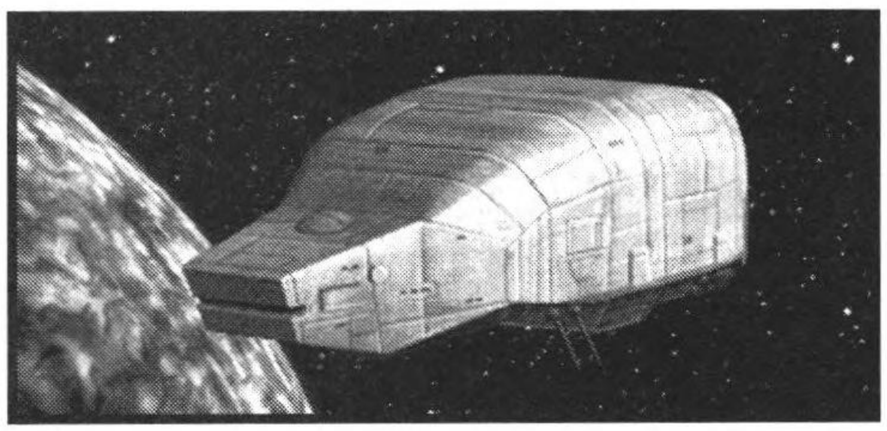
Lancer-Class Frigate

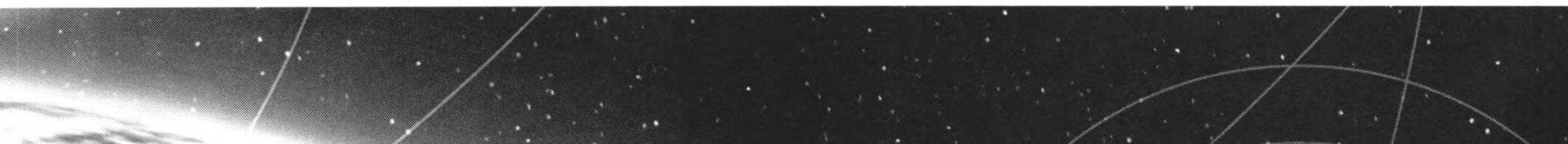
Lancer frigate finally matches Alliance starfighter superiority. Designed after the Battle of Yavin and the destruction of the Death Star specifically to combat Alliance fighters, Lancer frigates are important parts of any major offensive fleet. You can send these ships to battle fighters and they'll tear them apart with their superior batteries of lasers.



Star Galleon

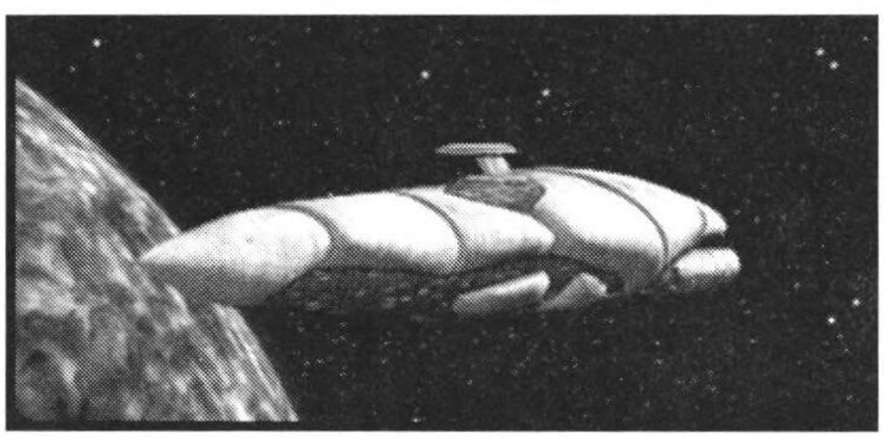
Designed to replace the Galleon, the Star Galleon can defend itself against light opposition. It has decent shielding and can carry an extra troop regiment, making it superior in every category to older Galleon models.





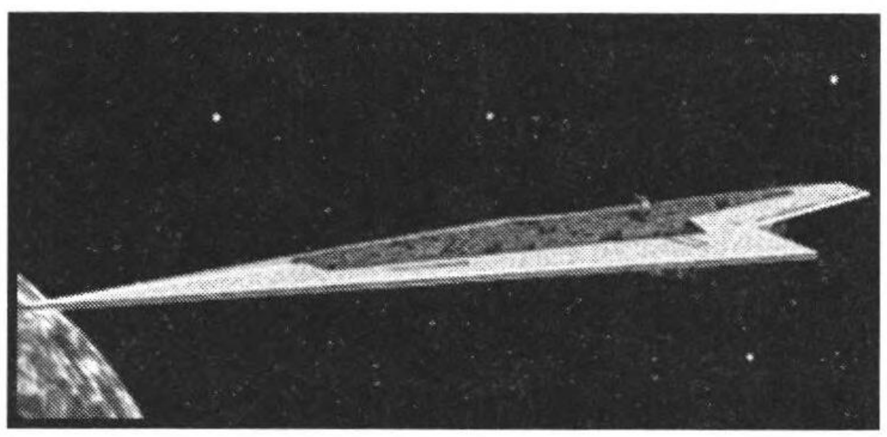
Strike Cruiser

These ships were designed to be produced quickly and efficiently to allow for more Imperial firepower on the front lines of battle. Excellent shielding and a good array of weapons allow this ship to take a forward role.



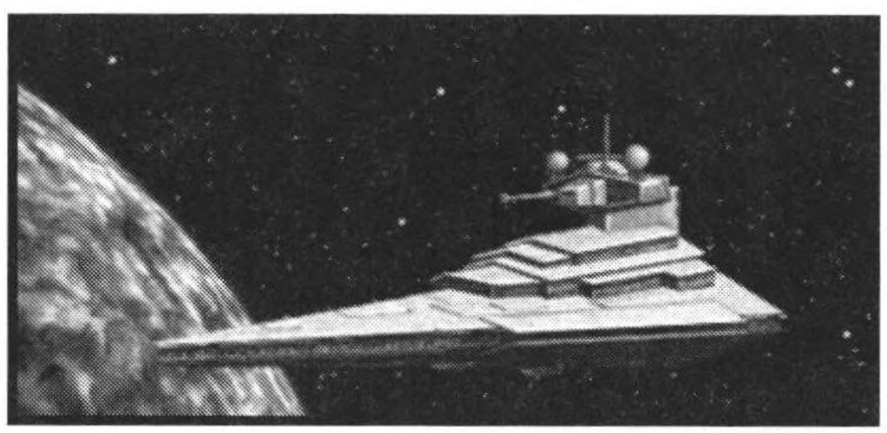
Super Star Destroyer

Only the massive Death Star is more powerful than the *Super* Star Destroyer in the Empire's fleet. Eight kilometers long, dwarfing even Imperial Star Destroyers, the *Super* Star Destroyer is a fleet in and of itself. With its vast array of turbolasers and ion cannons, *Super* Star Destroyers can destroy even powerful Alliance fleets without help, especially considering their capacity for carrying TIE fighter squadron groups. They're expensive and slow to build, but, with the Death Star, are the ultimate symbols of Imperial might.



Victory-Class Star Destroyer

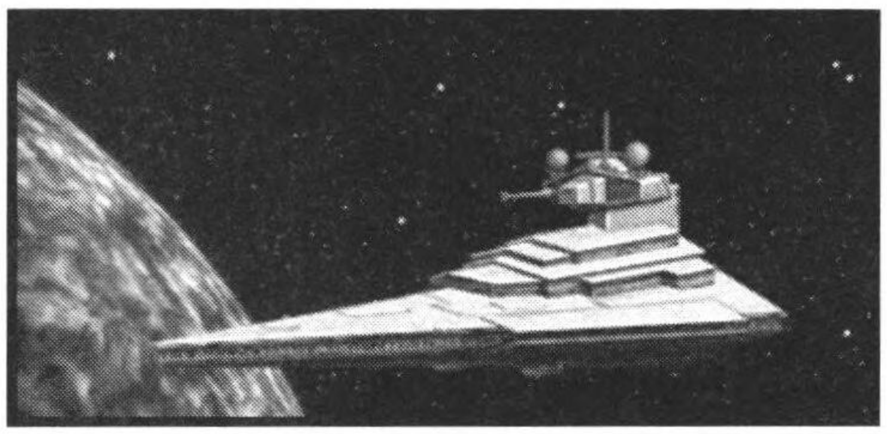
A good combat vessel, the *Victory* Star Destroyer often is at the center of smaller battle fleets, particularly at the beginning of a new game. Although it can handle itself against even larger Alliance craft, it shines in the bombardment of Alliance systems. No invasion fleet should be without this craft or its more powerful sister model, the *Victory* II Star Destroyer.





Victory II Star Destroyer

This upgrade of the *Victory* Star Destroyer improves the older model in a number of ways. Although it remains an excellent ship for bombarding

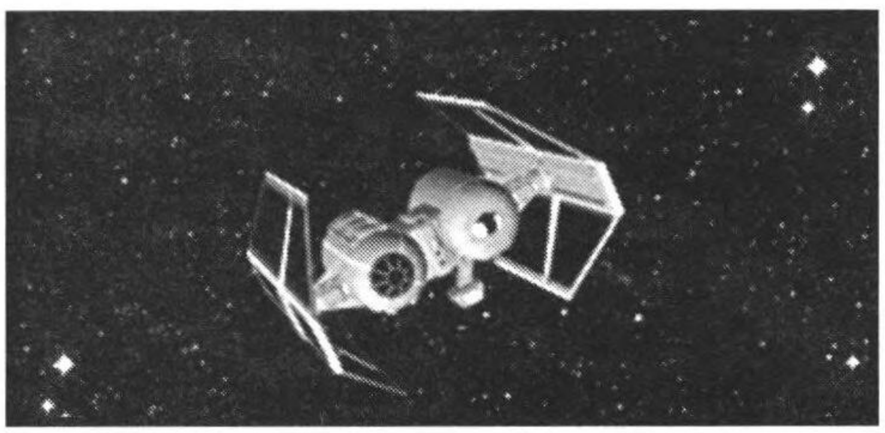


Alliance systems, the *Victory* II is far more suited for space combat, being equipped with larger weapons and a greater capacity for starfighter squadron groups.

Imperial Starfighters

TIE Bomber

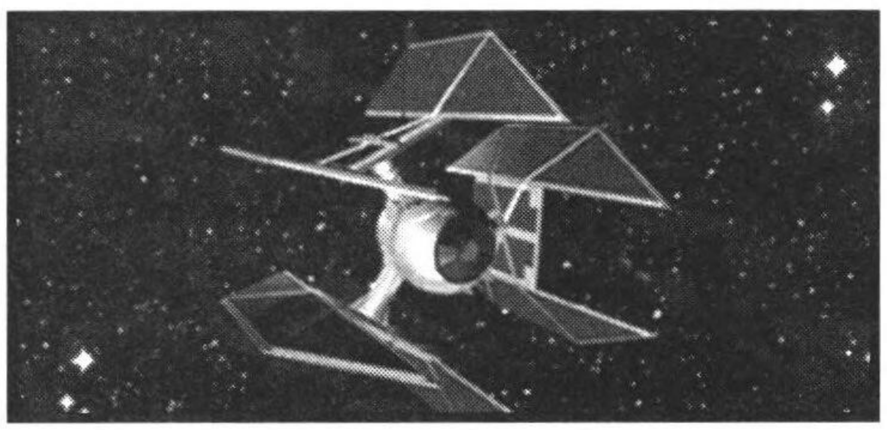
It takes a special type to pilot the bulky and slow TIE bomber. Designed as a heavy assault craft, wings of bombers can take down even stoutly defended Alliance capital ships. But to do so, they need plenty of support. Like most TIE models, TIE bombers have no life-support systems, no hyperdrive, and no



shields, and their slow top speed and lack of agility make them easy targets. With other ships to protect them, however, they can mow through Alliance ships-of-the-line and are best used with an escort of other TIE ships.

TIE Defender

The TIE defender is oddly shaped. Also odd is the fact that this ship has both a

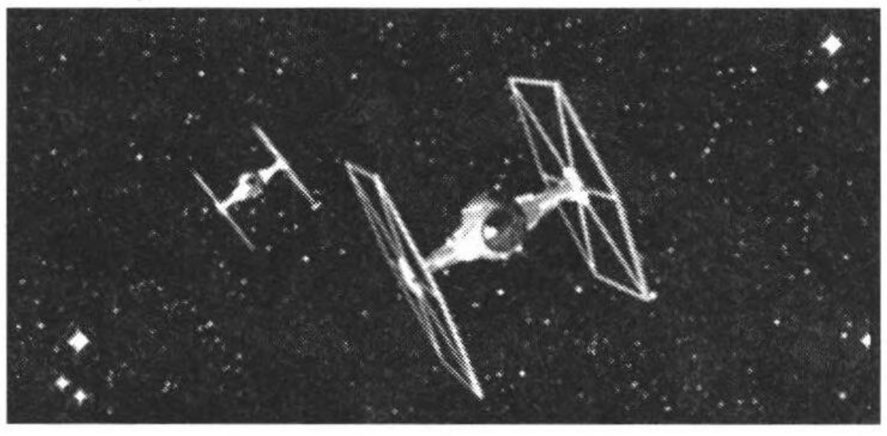


hyperdrive system and a powerful shield system. Its novel design enables it to perform difficult maneuvers, and only the A-wing and the TIE interceptor are more agile in battle. The defender also sports a powerful

array of weaponry. As a complete package, the defender is arguably the best starfighter model available, able to handle itself against Alliance starfighters and to assault even heavy Alliance capital ships effectively.

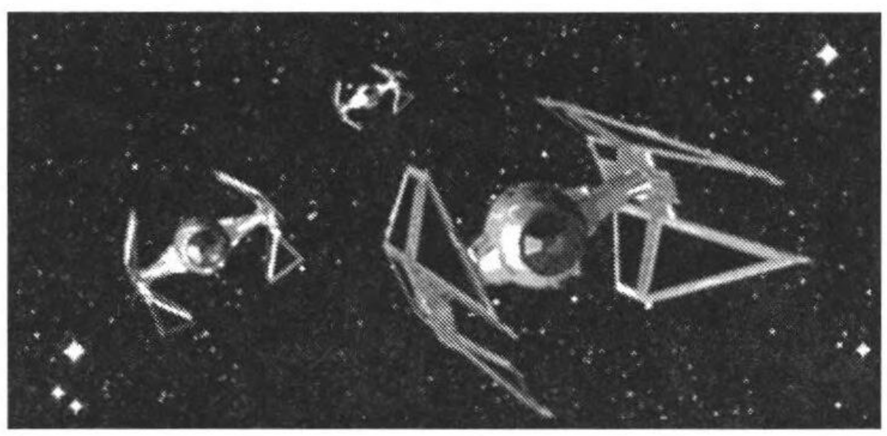
TIE Fighter

The TIE fighter's greatest benefit is that it's cheap to build and easy to maintain. These ships offer no life support, no shields, and no hyperdrive. A couple of accurate laser hits and these ships explode in a cloud of fragments. However, because of their low cost the Empire can build them in tremendous numbers and, en masse, TIE fighters can quickly overwhelm enemy starfighters.



TIE Interceptor

A vast improvement over the basic TIE fighter model, the interceptor is maneuverable and dangerous. Packing four lasers—twice the number of that of the basic TIE—interceptors can swoop into battle and annihilate their foes with little problem. Their speed and agility make them difficult targets; this benefits interceptor pilots, because these ships have no life support, shields, or hyperdrive systems. They're a good match for Alliance A-wings and function well in combat against Alliance starfighters, particularly if they attack with superior numbers.





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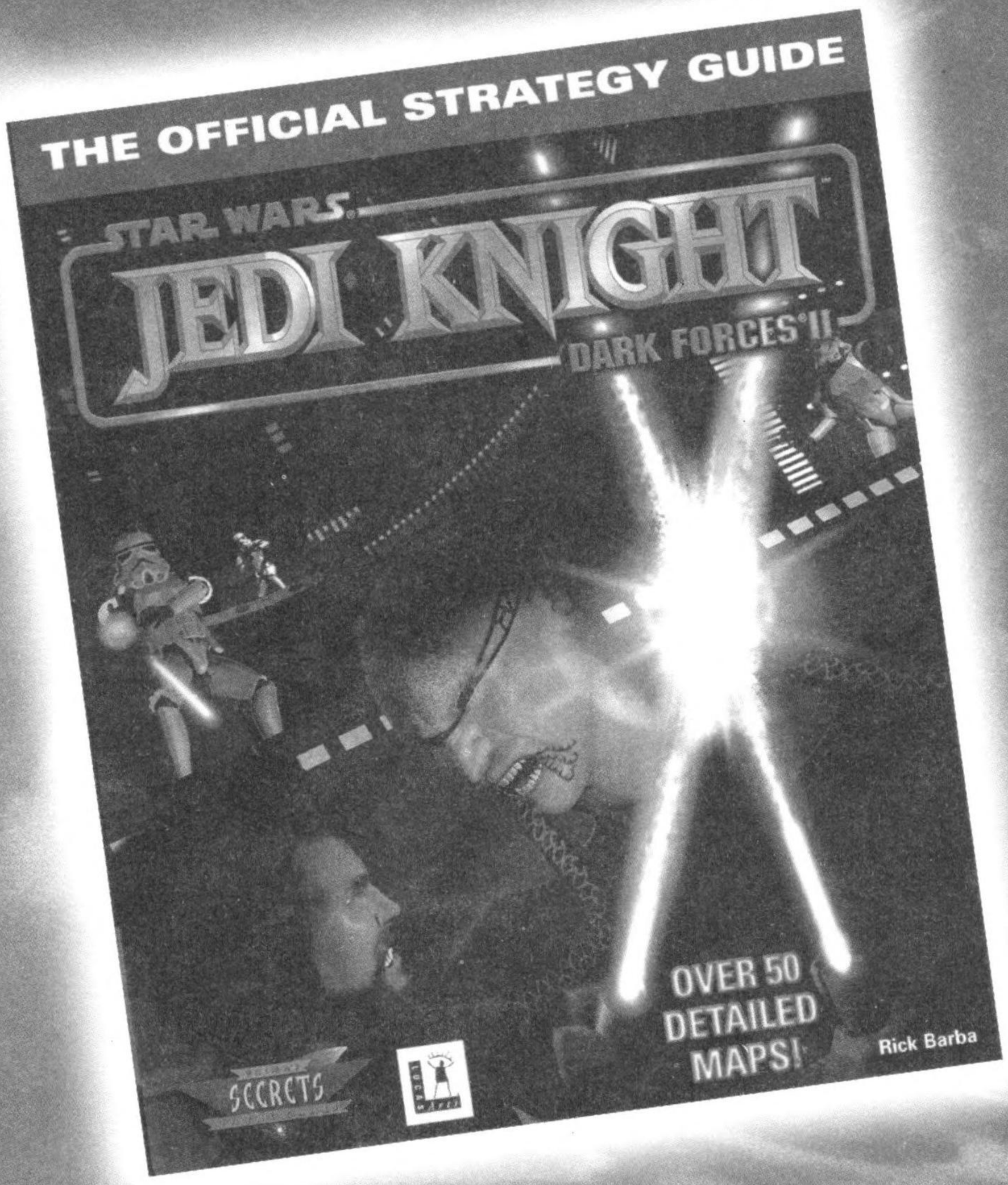

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