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Strategy Guide Review Invincibility Pause Game in History, Instant Action, or Galactic Conquest mode and click Up (3), left, down (3), left, up (3), left, right, right. If you enter the code correctly, you will hear the sound. Repeat the code to disable its action. Endless Ammunition Pause games in history, Instant Action, or Galactic Conquest mode and click up, down, left, down (2), left, down (3), left, right. If you enter the code correctly, you will hear the sound. Repeat the code to disable its action. Note: Your ammunition will decrease, but will be replenished immediately after the restart. Low-resolution soldiers suspend the game in Story, Instant Action or Galactic Conquest mode and push down (3), Up (2), Left, Down (5), Left, Up (3), Left. If you enter the code correctly, you will hear the sound. Repeat the code to disable its action. Funny signatures when the rebels are killed Wampas Pause game in history, instant action, or Galactic Conquest mode and click up, down, left, down, left, right. If you enter the code correctly, you will hear the sound. Repeat the code to disable its action. Slow motion sounds a pause game in history, Instant Action, or Galactic Conquest mode and click up (3), left, up, down, up (2), left, down (3), left, up, down (2), left, right. If you enter the code correctly, you will hear the sound. Repeat the code to disable its action. Turn off HUD Pause games in history, Instant Action, or Galactic Conquest mode and click Up (4), left, up (2), down, left, down, up (2), left, right, right. If you enter the code correctly, you will hear the sound. Repeat the code to disable its action. Endless Hero or Villain Select Instant Action Mode, select the levels and then go to the options menu before you start. Choose Hero, then change the options to Best Player, Time Limit 1 second, and time for the hero to become available for Always. You can start the game by choosing a hero, and when you die, you can choose them again immediately. Also, select instant mode, select levels, but don't run. Go to the options and choose Hero's choice. Change your options to the following: Best player, 4 points, and time for the hero to become available up to 4 seconds. Your hero or villain may still die and the meter runs out, but you only need to kill four people for four points to unlock the hero or villain again. Also, if you get points when you play as a hero or villain when you die playing as a hero or villain they are still considered a point - you can choose to play as them immediately. All Hero classes Select Instant Action Mode and then select Mos Eisley as your level and Attack as a type of game. When you start the game you can choose between heroes and villains and fight like any of the Hero-type characters without any time limit. Playing as a Jedi hero/villain It can be very easy to kill people as a hero, but there are some special moves and techniques besides the standard saber combo. You can do do Deadly and long lightsaber combinations strike enemies by force the Run/Sprint in a group of them and pushing the attack at the same sprint time. This releases a group of moves that are much more lethal against groups of opponents. This is useful when clearing corridors or passages. You can also make a lightsaber combo while force jumping by clicking attacks in the air. This is useful for killing jet landings like a Jedi or taking out lightly armored vehicles or any vehicle low on the heather that is higher. You can use the lightsaber lock to block the enemy fire coming directly at you. Make sure to encounter enemies as best as possible to block their fire, and use the crosshairs that appears temporarily in this mode to better target your attack range (Force, throw lightsaber). Instead of running around the map randomly trying to kill anyone you see, find a group of opponents and then activate the lightsaber lock to block all your shots as you force a run on them and then unleash a deadly combo while you are in their environment. Also, some characters are better than others. Even if you have a limited choice for each card, try to choose a team that has the best hero or villain. Some Jedi are much faster and more deadly in terms of close combat and lightsaber skills. Obi-Wan Kenobi, Darth Maul, Luke, Pilot Luke, Ki-Adi Mundi, Ayala, Ioda and Mace Windu recommend using a lightsaber and running. Other heroes and villains are much slower with a lightsaber and not so good in fast or close combat, but a little stronger than others and better understand the Force. These characters include Darth Vader (Force Choke), Emperor Palpatine (Sit Lightning) and Count Dooku. Use a symbol that best suits your style of play. Light space combat kills first, make sure to shield enemies down and then choose a soldier with a blaster rifle. Take a fast ship and fly straight to the docks (it has blue film above it), land, and get out. All enemies will be slightly armed because they are pilots. Open fire. Most of them will not return fire. In addition, most enemy ships have a goal to destroy inside them. Also, blocking a structure such as a life support system or a bridge. Make a preliminary strafing running right along the ship. After passing the goal, pull up with full engines. When the arrow targeting goes from the front of the screen to the back of the screen, reduce all engine power. Keep pulling until you see the target. Line up with purpose and make half a roll. This maneuver will allow you to make multiple launches, unload on target and avoid as many enemy fighters as possible. Instead of holding back on the Analog-stick to flip your ship around after the strafing structure, click B (2) and then click both ways. This is a secondary evasive maneuver that will automatically turn your ship over. This method is much faster. Also, don't use a rocket until you're close Structures. Missiles at Y-Wings and Tie Bombers don't have the range to get to your target and they go off before they get there. If they are fired too early, you will not cause any damage to your goal. During the Galactic Conquest, buy bonus sabotage. When you have a space battle, enemy ships will be easy to destroy. Get the transport troops and plant it in enemy hangers. Then it will act as a command post, so you can start in the enemy ship. Note: Sometimes you may need to use two ships. If you go to your rooms (like the engine rooms) and plant a bomb there, it will explode the same with a generator shield in other rooms (even the tube that is in the center of all the command seats of the tower). Once this is done, get the bomber and pull out the remaining seats on the street. While in a space battle, take transport to the enemy's space cruiser for sabotage. Land

and make sure no one is in it or they will destroy it. When there is no one in it, he will remain there for the rest of the battle. When you die, transport acts as a command post for your team, so you can go to an enemy ship much faster than taking another fighter out of a hanger. Below is a list of the weaknesses of the warship: Auto turrets: Enter the interior of the ship, and you will see a console in the shape of a cylinder with different monitors. Use two experimental bombs to destroy it. Engines: Enter the interior and then turn right. Go through the door and destroy four giant glowing tubes with three bombs. Life support system: Enter the cabin and there must be a door on the left. Enter it and you will see a giant blue screen in front. Destroy it with three bombs. Shields: Run into the interior and move past the automatic control of the tower. Enter the door and then run down the aisle. There's got to be a giant lightning-fast tube. Place six bombs on the glass. To do this, aim and touch the glass. Use the next trick to destroy the turrets easily. When you start a space battle, go to the station tower and get in one. Switch to the tower (black) where you can get a good view of the enemy tower (click the right analog stick to zoom in). If you have an enemy tower in sight, shoot as much as you can before it starts shooting at you (if someone is in it). As soon as their tower starts shooting at you, immediately get out of the tower (Y) and wait about five seconds. Come back. By this time the tower may have turned back. Repeat this process as many times as you like, or as long as all the other towers are out of your sight. A light tank kills mines on tanks (Vanguard, Heavy Trooper, Shock Trooper) and any other vehicle except assault vehicles such as the AT-TE. A more difficult way is sniper equipment. Fire from a safe place. Aim at the vehicle, wait until the minuscule turns red and then fire. Another useful bomb unit is anyone that carry a droid scout. Their self-destruction mechanism makes them formidable Units. Light points slicing Sneak aboard the rebel capital ship and waiting for the Y-wing until someone gets into it. Then use the torch to slice it. You can cause it to explode if in the air, getting points in the process. Repeat as many times as you like. Slow enemies from getting their ships to get into heavy transport (such as LAAT Gunship or droid gunship). Make sure no one is in it except you and then fly to the enemy hangar. Land and get into one of the scout fighters in this hangar (like Jedi Starfighter or Tri-Fighter). Fly back to your capital ship quickly. To make it even faster, make a push, and if the enemy frigates are not yet destroyed, fly out of the hangar, dry up the good paths, and then level your ship again. When you get to the hangar, land and see if your other transport is there. If that's the case, how many. Make sure no one is in it but you. Repeat the described process again. If it's not there, either just waste your time and wait, or go to X-Wing or ARC-170. Now the enemy ship will have two of your vehicles, and they will give birth to many of your people. By doing this, you have bought yourself a lot of time to disable the enemy ship. It is important to make sure that no one but you are on the ship, because if someone else is there they will not go out when you land; And if you get out, they will take off and crash. Restore health and ammunition If there is ammunition or medical droid on the other side of the thin wall (i.e. in space, if you go to another hangar and the main room has a thin separator wall between the doors and droids), it can heal you through the wall. No one on the other hand can shoot at you if they don't use a bomb, grenade, rocket, etc., which is rare. Repair shields You can always repair your shields. Just use the torch, but not too close to the glass or it won't work. It takes a while, but it's helpful. Also on ground battles you can use a torch to slice (hijacking) enemy vehicles. Break the ground with Mace Windy Go and push the fire. You have to go down and break the ground by sending someone around you to fly. It is easier to complete the Tantive IV mission in a mission on Tantive IV (blockade runner), the first and last goal is very difficult. In the beginning, as soon as the door explodes and opens, use thermal detonators. Get to CP and keep dodging bullets and shooting while standing near CP until it turns to your faction. It may take a few tries, but it will work. Use Darth Vader after you've captured him. Use a regular stormtrooper to take care of Lea. It should be near where you started the level. Use grenades to soften it, then your rifle to finish it off. Django Fett Comment Select Camino Card and set the hero counter on all desired and then wait until you can like Django Fett. The clone exclaims: His Django Fett! And he brought his head!, referring to the scene in Star Wars: Episode 2 - Attack of Clones, Clones, he was beheaded during the attack on Geonosis. Special units Get specified number of points in combat to unlock the appropriate special unit: Bothan Spy: 8 points Clone Commander: 8 points Dark Troopers: 12 Points Droidica: 12 points Imperial Officer: 8 points Jet troopers: 12 Points Magnagaurd: 8 points Wuki Warrior: 12 points Special units are used for special tasks. Botan's ability to spy regeneration can be useful for your troops to go and storm the enemy's defenses because they have better stamina. Their stealth ability is useful because it allows you to get into enemy CP, capture it, and destroy enemy vehicles with a time bomb. The Wuki have the strength and stamina with their bowcaster as this will be a one-hit kill for almost any opponent. Their grenade launcher is useful for groups of enemies. The Recon droid is useful for reconnaissance, backup and groups of enemies with their self-destruct mechanism. Dark landings are useful for transport and assault. Their Jumppack can carry their long distances around the battlefield and their Caster arc causes serious damage. Their charge shot should be used on several enemies. Imp Officer is an ally of support and group attack. Their fury is used for additional damage so that they can storm the enemy's defenses. Their mortar is similar to a Wuki grenade launcher. Jet landings are used to transport and disable droids, as well as destroy scrap metal. Jet landings can carry them over long distances. Their EMP launcher is used to disable the Droidaki sales. Clone commanders are a brick wall; they have heavy firepower and are useful for supporting allies. Their chain gun is like a machine gun, with faster shooting. Their ability to rally should be used to bulk up the defense of your and your ally. Magna-Guard for heavy firepower and bombing. Bulldog RLR for vehicles and groups of enemies. The mortar installation is the same as a grenade launcher and a reconnaissance droid for the for the foregoing. Droids are a brick wall and have heavy firepower. With their personal shield emitter, they're a brick wall. Use four built-in repetitive blaster rifles for a lot of damage. List of Ranks Earn a specified number of medals in combat, to go to the following rank: Veteran: 6 Elite Medals: 30 Medals Legendary: 60 Medals Legendary Rank Bonus Weapons Reach Legendary Rank in The Listed Class to Unlock Appropriate Weapon: Frenzy: Elite Assault Rifle Regulator: Flechette Demolition: Guidable Rockets Marksman: Beam Beam Rifle Gunslinger: Precision Blaster: : Control 4 Units: Get over 300 Total Medals Private: Control 1 Unit: There are less than 20 total Medal Sergeant: Control 2 units: There are 20 to 99 total medal medals and bonuses Successfully completed Specified task to unlock the appropriate medal and bonus: Demolition: Guidable Rockets: Get four critical hits against vehicles in one life endurance: Energy Recovery: Get 8 Points Frenzy: Elite Assault Rifle: Get twelve kills with a blaster rifle in one life Guardian: Defense: Get 16 Points Gunlinger: Precision Pistol: Get 6 Kills with a Gun in One Life Marksman: Particle Beam Rifle: Get 6 shots to the head with a sniper rifle in one life Regulator: Flechette Shotgun: Get eight kills with a shotgun in one life Technician: Car Regen: Fragment in Vehicle Hero War: Increase damage: Get 24 points Hero character locations Hero characters can be found in the following places: Aayla Secura: Felucia: Mushrooms Forest, Jabba Anakin Skywalker Palace: Mustafar : Boba Fett Oil Refinery: Kashijyk : Beachhead, Utapau: Sinkhole, Mygeeto: War-torn city, Felusia: Mushrooms Forest, Yavin 4: Temple, Jabba the Chewbacca Palace: Kashyyyk: Beachhead, Felucia: Mushrooms Forest, Yavin 4: Temple Count Dooku: Geonosis: Dust Plains Darth Mole: Coruscant: Temple of the Jedi, Mustafar: Oil Refinery, Jabba Palace Darth Vader: Tantiv IV: Interior, Coruscant: Temple of the Jedi, Dagoba, Nabo Nabu: Theed, Death Star: General Interior Utapau: Sinkhole, Polis Mass: Medical Center, Dagoba, Mygeeto: War-torn City of Han Solo: Utapau: Sinkhole, Polis Mass: Medical Center, Endor Django Fett: Kashyyyk: Beachhead, Felusia: Mushrooms Forest, Yavin 4: Temple of Ki-Ad Mundi: Mygeeto: War-torn city Luke Skywalker: Coruscant: Jedi Temple, Mygeeto: War-torn city, Jabba Palace, Death Star: Interior, Hot: Echo Of Base Mays Windu : Georos: Dust Plains, Coruscant: Jedi Temple, Yavin 4 : Temple, Death Star Interior Obi-Wan: Utapau: Sinkhole, Mustafar: Oil refinery, Naboo: Naboo: Theed Princess Leia: Tantiv IV: Interior, Naboo: Theed Yoda: Kashyyyk: Beachhead, Tantive IV: Interior, Polis Mass: Medical Center Use of its units. If you encounter a lot of enemies, use soldier units. If you are against vehicles, use heavy weapons. Use the right unit for the right level. For example, use an engineer for a large number of towers/vehicles. Use snipes for high places with a small coating below. Always keep moving because if you stop, you are the main target for snipers. Use vehicles a lot, as they keep you safe, you get a lot of points with them and some are much faster than walking. When in vehicles, fill them up. The more weapons you can have going right away, the better. Kill the most dangerous units first. For example, if in a vehicle, dislocate a unit of heavy weapons. Check the area before you go into battle, so you towers and other dangerous areas. Use tactics, as charging into a fight usually does not work. Use cover a lot such as stones, logs, walls, water, and even grass. If you take CP, CP, stand next to the health of the droids. If you are having trouble defeating enemies, try to pull the enemy into those and breaths. This will help you much further and you will come out with a lot more health. If you find something difficult, play on a hard difficulty setting over a few battles. When you change back the complexity settings, things should seem a little easier. Take your allies with you wherever you go. Allies - firepower - enemies die, and KP - you win. Ship Bomber List Republic: V Wing Empire: TIE Bomber CIS: Confederate Strick Bomber Rebels: Y-Wing Scouts / Interceptors Republic: Jedi Empire Interceptor: TIE Interceptor CIS: Droid Tri-Fighter Rebels: A-Wing Starfighters Republic: ARC 170 Empire: TIE Fighter CIS: Stealth Droid star wars battlefield 2 cheats xbox 360 invincibility

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