STAR WARS
BATTLEFRONT™
TEEN
T
CONTENT RATED BY
ESRB
LUCASARTS™

WARNING: PLEASE READ BEFORE INSTALLING OR USING THE SOFTWARE

PHOTOSENSITIVE SEIZURES

A very small percentage of people may possibly experience a seizure when exposed to certain light patterns, flashing lights or other visual images that appear in computer software games. If you, or anyone in your family, have an epileptic condition, consult your physician before installing or using the software. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can possibly cause a seizure while viewing a computer software game. Reported seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, nausea, headaches, jerking or shaking of arms and legs, disorientation, confusion, or any involuntary movement or convulsions.

If you experience any of these symptoms, IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR. Parents or guardians should watch for or ask their children if they are having any of the above symptoms – children and teenagers are reportedly more likely than adults to experience seizures from viewing computer software games.

INTERNET CONNECTION AND SYSTEM REQUIREMENTS FOR ONLINE PLAY

NOTICE: You will need to obtain an Internet connection (through a computer meeting the minimum system requirements) in order to play this game online. If you do not use an Internet connection, you cannot play the game online. Such Internet connection may require you to pay a separate fee.

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INSTALLATION

To install *Star Wars* Battlefront™, insert the Install Disc into your CD-ROM drive. If you have Autorun enabled, the game's Launcher will appear. Click the Install button to install the game onto your computer. If your computer does not have Autorun enabled, open My Computer from your Windows desktop and double-click on the CD-ROM drive showing the *Star Wars* Battlefront icon. Double-click on the program icon to start installing the program. Once started, a series of onscreen instructions will guide you through the rest of the installation procedure. If you experience problems with the installation, click **Help** on the game's launcher screen, and then click View **Troubleshooting Guide.** NOTE: We recommend turning off all background applications and virus scanners before beginning installation.

Some of the information in this manual may have changed prior to the game's release. If any information you are looking for does not appear correct, please refer to the readme file by accessing it through the launcher.

CONTROLS

INFANTRY

PRIMARY FIRE	LEFT MOUSE BUTTON
SECONDARY FIRE	RIGHT MOUSE BUTTON
JUMP	SPACE BAR
CROUCH	LEFT SHIFT
PRONE	CTRL
ZOOM	Q / MOUSE BUTTON 3
PERSPECTIVE	P
RELOAD	R
ENTER EXIT	E
SQUAD: MOVE OUT	3
SQUAD: AT EASE	1
SQUAD: FOLLOW ME	2
SQUAD: HOLD POSITION	4
CYCLE PRIMARY WEAPON	F / MOUSE WHEEL
CYCLE SECONDARY WEAPON	C
CHAT	Y
TEAM CHAT	T
TURN LEFT	LEFT ARROW
TURN RIGHT	RIGHT ARROW
FORWARD	W / UP ARROW
BACKWARDS	S / DOWN ARROW
STRAFE LEFT	A
STRAFE RIGHT	D
PLAYER LIST	TAB
MAP	M

VEHICLE/TRANSPORT

PRIMARY FIRE	LEFT MOUSE BUTTON
SECONDARY FIRE	RIGHT MOUSE BUTTON
ZOOM	Q / MOUSE BUTTON 3
PERSPECTIVE	P
RELOAD	R
ENTER/EXIT	E
SQUAD: GET OUT	1
SQUAD: GET IN	2
CYCLE SEAT POSITION	F / MOUSE WHEEL
CHAT	Y
TEAM CHAT	T
TURN LEFT	LEFT ARROW
TURN RIGHT	RIGHT ARROW
FORWARD	W / UP ARROW
BACKWARDS	S / DOWN ARROW
STRAFE LEFT	A
STRAFE LEFT	D
PLAYER LIST	TAB
MAP	M

STARFIGHTER

PRIMARY FIRE	LEFT MOUSE BUTTON
SECONDARY FIRE	RIGHT MOUSE BUTTON
TAKEOFF/LAND	SPACE BAR
ZOOM	Q / MOUSE BUTTON 3
PERSPECTIVE	P
RELOAD	R
ENTER/EXIT	E
SQUAD: GET OUT	1
SQUAD: GET IN	2
CYCLE POSITION SEAT	F
CHAT	Y
TEAM CHAT	T
TURN LEFT	LEFT ARROW
TURN RIGHT	RIGHT ARROW
FORWARD	W
BACKWARDS	S
STRAFE LEFT	A
STRAFE RIGHT	D
PLAYERS LIST	TAB
MAP	M

Introduction

Are you ready to step onto the Battlefront? *Star Wars* Battlefront™ puts you in the role of a soldier in some of the greatest battles in the history of the galaxy. Make tactical decisions and lead troops while fighting on the very frontline of both the Clone Wars and the Galactic Civil War. Capture key positions to expand your control of territory and utilize unique advantages from each planet to give your forces the edge in battle. Specialize your role, be it sniping, piloting vehicles, or scouting. Final victory will be decided not only by courage and skill, but also by tactics and teamwork. Employ every weapon you have or become a statistic in the galactic database.

Main Menu

OPTIONS

GAME OPTIONS

Viewpoint
Allows you to choose between 1st or 3rd person viewpoint when playing as infantry.

Friendly Fire
Turn this ON or OFF to determine whether units on the same team can damage each other.

Instant Action Heroes
Turning this option ON or OFF determines if computer-controlled Heroes will be in Instant Action battles.

Difficulty
Choose between Easy, Medium, and Hard. This affects all game types. In Online Multiplayer, the difficulty setting is determined by the Session Host, and will override your setting.

Tool Tips
This option allows you to toggle the in game tips to Auto, On, or Off.

AUDIO OPTIONS

Here you can adjust the sound, music, and speech volumes in the game. You can also choose between various speaker settings.

CONTROLS

Here you can completely customize the controls, invert the Y-axis for aiming, and adjust the aiming sensitivity. You can create separate control schemes for Infantry, Vehicle, and Starfighter configurations.

UNLOCKABLES

Here you can see what bonus items you have unlocked through successful combat.

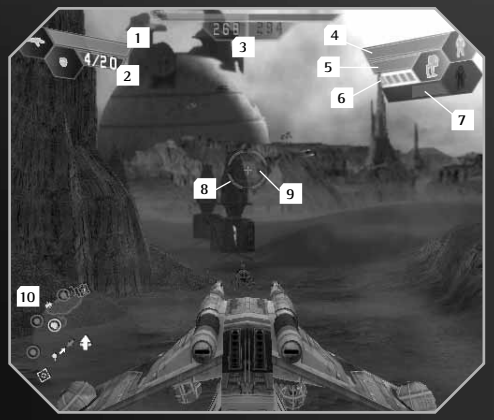
Creating a Profile

When you first attempt to play a game, you will be prompted to create a profile. This profile will be used to save single player games and to save your option settings. Once you have created a profile you can then add more profiles, and delete or edit existing ones.

Fighting Across the Battlefront

Star Wars Battlefront offers multiple gameplay modes, each one centered around raging battles throughout the galaxy. On each planet the objective is to gain control of key areas called Command Posts (for more information on Command Posts, see page 12). Before entering the battle as a frontline troop or reinforcement, the player selects a character from several available classes, each with their own specialties. Once on the battlefield, you must help advance your army by defeating enemy units and taking their Command Posts, which in turn reduces their ability to field reinforcements. Each mission will have its own requirements for victory, but the key to gaining the advantage is tactical control of the map's Command Posts.

Game Screen



1. **Primary Weapon/Ammo** The light blue silhouette indicates what weapon you have equipped along with the shots left in your clip plus total shots remaining. If the weapon has recharging capabilities the ammo is represented by a bar that refills automatically. Using some weapons or abilities causes them to overheat. Each weapon's energy bar recharges over time. If it turns red you will be unable to use that ability until it turns blue.
2. **Secondary Weapon/Ammo** The light blue silhouette indicates what weapon you have equipped along with the shots left in your clip plus total shots remaining.
3. **Reinforcement Meter** The numbers and bars represent the strength of reinforcements for each faction. The player's faction is Green, the enemy is Red. For more information, see Reinforcements, page 14.
4. **Health** Represents how much damage you can take before you become just another casualty on the battlefield.
5. **Vehicle Armor/Unit Shields** A bar will appear here representing the remaining armor of the vehicle if you occupy one, or remaining shields if your unit has a shield active.
6. **Vehicle Position Indicator** These pips represent available positions within a vehicle. The first pip is always the pilot\driver position. Other pips are gunner positions. Unoccupied positions are clear. A White Pip represents the player, Green pips represent other human players, and Yellow pips represent AI players.
7. **Enemy Health** This appears when you have an enemy targeted.
8. **Targeting Reticle** When the reticle is pointed at a friendly character, it will turn Green; if pointed at an enemy it will turn Red.
9. **Successful Hit Indicator** When you score a hit on a target, this ring will appear for a moment. Pay attention to this, as it will help you gauge your accuracy. A Green hit indicator means you hit a friendly, Red means an enemy hit, and Blue means a hit to an unoccupied vehicle or destructible object.
10. **Map** See page 11 for information.

Pause Screen

Press ESC to pause the game. Here you can access several options:

Resume Game
Select this to return to the action.

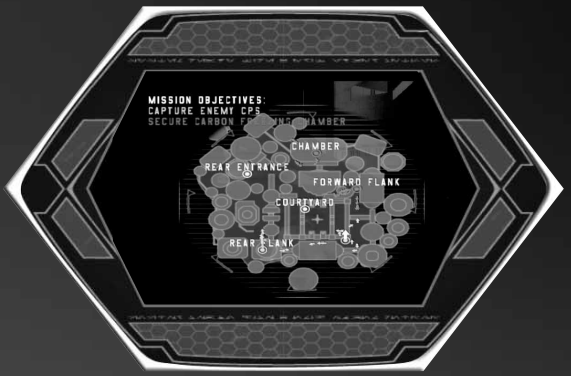
Options
Allows access to the same options available from the Main Menu.

Restart Mission
Starts the mission from the beginning.

Quit
Return to the current game mode's menu.

Map

This displays your location relative to the environment. The large white arrow designates your position and facing, while green arrows indicate friendly units and red arrows indicate enemies. Yellow arrows represent native species, which may or may not be hostile depending on your faction. The arrows representing units will flash if they are taking damage. Command Posts appear as ringed dots, colored green for friendly, red for enemy, yellow for native, and white for neutral. Objects that can be used as cover appear light blue. Turrets appear as white dots with a line indicating facing. Unoccupied vehicles appear as white silhouettes; occupied vehicles are silhouettes with the appropriate color.



The map spins to orient its position relative to the player's facing when in the default mode. When the map is enlarged (by pressing the **M** key), it remains static regardless of the player's facing.

Command Posts are always displayed even if they are beyond the radius of the map. They will appear at the edge of the map indicating the direction the player will need to travel to get to them.

By pressing the **M** key the map will expand to full screen and show the entire battlefield and all Command Posts. Pressing the **M** key again will place the map back to its original default position.

Command Posts

Each battlefield contains tactical positions placed in key locations across the map. These areas of control are called Command Posts and they are vital because:

- Reinforcements are deployed at Command Posts. Whenever a player dies, he rejoins the battle by choosing a friendly Command Post to deploy. Therefore, if a team has no Command Posts under its control, it cannot deploy any reinforcements until it recaptures a Command Post.
- If a team controls the majority of the Command Posts on a map, the opposing team will start to lose reinforcements automatically. If a team controls all of the Command Posts on a map, a victory timer will start counting down.

COMMAND POST OWNERSHIP

Command Posts with a green symbol always belong to your team; Command Posts with red symbols belong to the enemy and Command Posts with yellow symbols belong to native units. Command Posts with a white column are neutral and belong to no one.

To capture an enemy or neutral command post, you must stand within its capture radius. You will know you are close enough if the capture icon appears on the screen. If there are no enemy units nearby, the capture icon will slowly change color from red to white to green. When the capture icon is completely green, the Command Post will now belong to your team.

The rate of capture will increase if you have additional friendly units nearby. If there are enemy units nearby, the capture icon will alternate between green and red until one side is driven off. You cannot capture a Command Post if you're in a vehicle.

Some Command Posts belong to one team only and cannot be captured by the opposing team. However, they can be destroyed by weapons fire; these destructible Command Posts can only be repaired by human players. Destructible Command Posts appear on the map as diamonds instead of circles.

Certain vehicles, such as the Imperial AT-AT, are Mobile Command Posts. Mobile Command Posts deploy reinforcements just like stationary Command Posts; the only difference is that they can bring troops to any point on the battlefront. Mobile Command Posts cannot be captured by the enemy team but they can be destroyed. If destroyed, they will reappear after a set amount of time.

Reinforcements

Reinforcement Points represent the number of the reinforcements that each team has for an individual battle. The number of reinforcements for both teams is displayed in the reinforcement meter at the top of the screen. The green bar represents your team's reinforcements while the red bar displays the amount of enemy reinforcements.

Units can continue to join the game as long as two conditions are met: there are reinforcements left for that team; and that team controls at least one Command Post.

When a unit dies, it takes one point off its team's reinforcement total. Even if there is only one reinforcement point left, any number of units can still deploy to valid Command Posts. However, if one faction's Reinforcement Points reaches zero, then they lose the battle.

Reinforcements are deployed according to a reinforcement timer. For single player games, there is no timer and you can deploy immediately after dying. For multiplayer games, the reinforcement timer varies with the map. The reinforcement timer counts down from ten to fifteen seconds; when it reaches zero, reinforcements are deployed for both teams. In other words, if you die in a multiplayer game, you will have to wait between one to fifteen seconds before you redeploy at a friendly Command Post.

When the number of reinforcements for a team matches the number of units it has on the field, that team will no longer lose reinforcements automatically. This is true even if that team has two or less Command Posts in its possession. This is done to make sure that victory is earned by defeating all enemy units in combat or by capturing and holding all the Command Posts on a map. In addition, AI units will no longer respawn when killed at this stage of the game. This rule provides human players with the most opportunities to affect the outcome of the game.

UNITS

REBEL ALLIANCE

REBEL SOLDIER
The Rebel soldier is effective against infantry, especially when they employ squad-based tactics. Equipment: blaster rifle, blaster pistol, thermal detonators, and concussion grenades.

REBEL VANGUARD
Vanguards are called upon to punch holes in an Imperial vehicle brigade. The heavy weapons they carry provide the means to take down menacing enemy air and ground vehicles. Equipment: missile launcher, blaster pistol, thermal detonators, and mine dispenser.

REBEL PILOT
Rebel pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as battlefield medics and ammo suppliers. Equipment: blaster cannon, blaster pistol, fusion cutter, and health\ammo dispenser.

WOOKIEE SMUGGLER
Whenever there is a need to slip past an Imperial fleet undetected, just look for a smuggler. For a fee, the smuggler is willing to take the risk of running contraband right under the Emperor's nose. Equipment: bowcaster, grenade launcher, and time bombs.

REBEL MARKSMAN
Rebel marksmen have the specialized task of finding and eliminating targets from a safe location. Their recon droids are capable of ordering deadly orbital strikes on enemy positions. Equipment: sniper rifle, blaster pistol, thermal detonators, and recon droid.

GALACTIC EMPIRE

STORMTROOPER
The iron will of the Emperor is personified in the stark white armor of the feared stormtrooper. They are highly disciplined and fanatically loyal to the Emperor, making them an excellent front line assault force. Equipment: blaster rifle, blaster pistol, thermal detonators, and concussion grenades.

SHOCK TROOPER
The shock trooper offers powerful support to the blaster-based troops by carrying a small portable missile launcher. This weapon fires explosive charges that are highly effective against vehicles or tight formations of infantry. Equipment: missile launcher, blaster pistol, thermal detonators, and mine dispenser.

IMPERIAL PILOT
Imperial pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as battlefield medics and ammo suppliers. Equipment: mortar launcher, blaster pistol, fusion cutter, and health\ ammo dispenser.

SCOUT TROOPER
Scout troopers use concealment, probe droids and patience to target faraway enemies and eliminate them with their high-powered sniper rifles. Their recon droids can call down orbital strikes from the mighty Imperial fleet. Equipment: sniper rifle, blaster pistol, thermal detonators, and recon droid.

DARK TROOPER
Dark troopers use their jetpacks to "jump" to their targets. Once in position, they will attempt to do as much damage as possible. Equipment: blast cannon, blaster pistol, and thermal detonator.

REPUBLIC

CLONE TROOPER
Perfect genetic creations, the clone troopers are the backbone of the Republic Army. They are most effective against infantry units when they can attack in large, coordinated numbers. Equipment: blaster rifle, blaster pistol, EMP grenades, and concussion grenades.

ARC TROOPER
The Advanced Recon Commando, or ARC trooper, handles the anti-vehicle battlefield duties of the Republic Army. To this end, the ARC trooper carries a powerful missile launcher. This specialization leaves the trooper with fewer options in close combat, so he relies on his brethren to protect him. Equipment: missile launcher, blaster pistol, thermal detonators, and mine dispenser.

CLONE PILOT
Clone pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as battlefield medics and ammo suppliers. Equipment: DN bolt caster, blaster pistol, fusion cutter, and health\ammo dispenser.

CLONE SHARPSHOOTER
On the battlefield, the clone sharpshooter is responsible for one task: disrupting enemy infantry. His recon droid is also capable of calling down devastating orbital strikes on the enemy. Equipment: sniper rifle, blaster pistol, thermal detonators, and recon droid.

JET TROOPER
Capitalizing on the "genetic memory" of Jango Fett, the jet trooper utilizes a limited-flight jetpack to cover great distances very quickly. The agility of the flying jet trooper makes him very hard to hit, and his EMP launcher is a deadly weapon against the droid armies. Equipment: EMP launcher, commando pistol, and thermal detonators.

CIS

SUPER BATTLE DROID
After the debacle at the Battle of Naboo, the Trade Federation ordered a stronger, more independent battle droid, officially designated the B2. Resembling hulked, reinforced battle droids, super battle droids are far superior to their skeletal-looking counterparts. Equipment: wrist blaster, tri shot, and wrist rocket.

ASSAULT DROID
Under the control of the Separatists, assault droids serve as a cheap yet effective solution to the fast-moving threat of Republic vehicles. Essentially mobile missile launchers, these droids allow the Separatists to handle tough situations. Equipment: missile launcher, blaster pistol, thermal detonators, and mine dispenser.

PILOT DROID
Pilot droids automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as battlefield medics and ammo suppliers. Equipment: radiation launcher, blaster pistol, fusion cutter, and health\ammo dispenser.

DROID SNIPER
Recon droids are specifically programmed and designed with advanced targeting capabilities that allow them to take down targets at extreme range. Their recon droids can also bring down orbital strikes on Republic troops. Equipment: sniper rifle, blaster pistol, thermal detonators, and recon droid.

DROIDEKA (DESTROYER DROID)
Even feared by Jedi Knights, the crablike droideka is equipped with a personal shield and two powerful repeating blasters instead of arms. The droideka transforms into a wheel in order to cruise rapidly around the battlefield. Equipment: repeating blasters and shield emitter.

VEHICLES

There are several distinct classes of vehicles that can be piloted, ranging from fast speeder bikes to fearsome AT-AT walkers.

Scattered throughout the map are Vehicle Repair Droids. Just approach one of these to have your armor repaired and ammo refilled automatically.

TYPES OF VEHICLES

SCOUT VEHICLES
This type of ground vehicle is fast and light. They can zip across the battlefield at great speed and are not meant for heavy combat. They are armed and armored, but only lightly to give some minimal protection. This type includes the 74-Z speeder bike and the STAP.

MEDIUM ASSAULT VEHICLES
These vehicles have heavier weapons and armor, and are slower than the Scout craft, but they pack more power and durability. This type includes the Rebel combat landspeeder, TX-130S fighter tank, AAT, and hailfire droid.

HEAVY ASSAULT VEHICLES
These vehicles are even more heavily armed and armored, and are used at the front of most assaults. This type includes the spider droid and AT-ST.

HEAVY ASSAULT TRANSPORT
These lumbering behemoths can unload devastating amounts of firepower on a target, as well as serving as mobile Command Posts. This type includes the AT-TE, AT-AT, and MTT.

STARFIGHTERS
These craft are fast, maneuverable starfighters. They have forward firing blasters and a small complement of missiles. Their primary purpose is to provide cover for enemy troops on the field below and keep the skies clear of enemy craft. This type includes the Jedi starfighter, droid starfighter, X-wing, TIE fighter, Y-wing, TIE bomber, and Geonosian starfighter.

ATTACK TRANSPORT FLYERS
This type acts as attack craft and troop transports in battle. They also provide some limited anti-air support, but are outmaneuvered by the smaller starfighters. This type includes the Republic Gunship and MAF.

SINGLEPLAYER

HISTORICAL CAMPAIGN
The Historical Campaign allows you to experience battles from either the Clone Wars or the Galactic Civil War. You begin by choosing which era, and then work your way through missions in chronological order. This mode also unlocks bonus items as you progress through it.

GALACTIC CONQUEST
In this mode the player uses strategy to take control of planets and dominate an area of the galaxy. First you choose a map configuration based on conflicts from both eras of *Star Wars*® history. Some maps start both sides evenly and some favor one faction. Then you choose which faction you would like to play.

The game is played in turns, with the player starting with initiative. When you have initiative you are able to choose which planet to attack. The battle then takes place in the same manner as the other game modes. If you are victorious, you maintain initiative and may select another planet to attack. If your enemy wins a battle, it will then be able to choose where to attack until you again win a battle.

Once you have gained complete control of a planet by winning a battle there, you then gain the ability to use the planet's bonus. Each planet provides its own unique bonus, so choose your attacks wisely. After attaining access to one or more of these bonuses, you may select one bonus from the planets you control, which will then apply during the current battle.

If one side manages to win four battles (not necessarily in a row), they gain access to their faction's Secret Base bonus. The Secret Base bonuses are very powerful and change the course of a game. They can be used on any enemy planet except for the enemy's Secret Base.

The game is completed when one faction controls all of the planets on the map.

INSTANT ACTION

This mode allows you to jump right into a battle of your choice. You can also customize a list of battles that will then be played through in the order you designate.

MULTIPLAYER

This mode allows you to compete against other players on a LAN (Local Area Network) or over the Internet. A Broadband Internet connection is necessary for this mode of play.

When selecting the multiplayer option, you will first need to select a network connection. Once you choose your connection, you can then choose from two different ways to connect to a multiplayer game. If you have a firewall active and are having difficulty connecting, please visit **www.gamespy.com** for information.

NOTE: If you choose to host a multiplayer game yourself, you will have a choice of dedicated or non-dedicated mode. Hosting in dedicated mode means that your PC will be able to provide a more stable multiplayer environment; however you cannot use it to play in the game it is hosting. Hosting in non-dedicated mode allows you to play while hosting, but the game may not perform as well. Performance and stability are also affected by bandwidth and the number of AI characters in a game. It is recommended that you reduce the number of players and AI characters if you are not running in dedicated mode and/or do not have high bandwidth. For information on running a PC as a dedicated server, please visit **www.starwarsbattlefront.com**.

LAN

Select this option if you want to connect to a game on your Local Area Network. From here you will be presented with several different choices:

When you select this option, the game will take a few moments to bring up the list of available multiplayer games. This generally should take no longer than 30 seconds. Check to make sure there are no connection problems if it takes longer.

In the game list there are several categories to describe each game:

IN/MAX: Shows the number of players currently in the game, and the total possible players

GAME NAME: Shows the name of the game, has set by the host

SERVER: Shows the server type (dedicated, PC dedicated, or non dedicated). Dedicated servers will generally run better than non dedicated. Next to the server type are colored bars indicating the server's ping. Faster ping results in faster response times between the player's actions and when they occur in game. A server with fast ping will show green bars, while slower ping will indicate yellow or red bars. If a server is password locked, a padlock icon will appear next to the ping indicator.

When highlighting a particular game, the game options set by the host will be displayed in the window below the game list.

HOST: When choosing to host a game, you first must enter a name for it. The default name is based upon your profile name. You will then be prompted to select a map or series of maps. Finally, you may set the game options:

Max Players: Allows you to set the maximum number of players allowed in the game.

AI Units Per Team: Allows you to set the number of AI-controlled units fighting for each team.

Team Damage: Toggles the ability for players to cause damage to teammates.

Show Player Names: Toggles the display of player names over their characters in the game.
Heroes: Toggles the inclusion of an AI-controlled hero for each team. The hero is invincible and can pose a significant threat on the battlefield.
Teams: This can be toggled between Auto Assign, which automatically evenly distributes players between the two teams as they join the game; or Player Select, which allows players to choose their team when they join.
AI Difficulty Level: Select between Easy, Medium, and Hard to change the effectiveness of AI units.
Dedicated Server: Toggles running dedicated/non-dedicated mode.
Min Players to Start: Sets the minimum number of players that need to join before the game begins. The AI units will not begin fighting until the minimum number of players has joined.
Password: Select this option if you want to require a password to join your game.

GAMESPY

This option allows you to find games through GameSpy, an Internet matchmaking system. When you first select this option you will be asked to create a GameSpy account. It is not necessary to use an account but doing so allows score tracking. To create an account you must create a nickname (the default is your profile name), designate a valid e-mail address (which will be used to send you your password if you forget it), and choose a password. You can also set this screen to remember some or all of this information for logging in quickly. Once you log in you will be presented with the same options as in LAN mode.

Saving the Game

The game will automatically save your game when completing a mission in the Historical Campaign or Galactic Conquest modes. Upon returning to a Historical Campaign game, there is no need to load the save; instead all unlocked battles will be available automatically when choosing your era. In Galactic Conquest, you are able to select a new game or load a save from a previous map.

Awards

Along with being able to review the number of kills, deaths, and Command Posts captured for each player after a battle, awards are also given to players who make certain achievements. They include the following:

TANK BUSTER: This honor is bestowed upon the player with most vehicle kills .
DEAD EYE: This award is given for the most accurate player.
CAMPER: Denotes the player that staked out a location the most during a game.
BANTHA FODDER: The title of the player that was killed the most in the session.
PUBLIC ENEMY: Awards the most kills by a player in one lifetime.
KILLING SPREE: Won by the person who had the most kills within a five second window.
SURVIVALIST: The player who got down to less than 10% health and was healed back to full.
TRAITOR: Declares the infamous person who killed the most teammates during a game.
BAIT: Denotes the player that you personally killed the most during play
NEMESIS: This stat declares the opponent that killed you the most during a game.

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