



Asteroids

A space combat mod for Star Wars® Jedi Knight®: Jedi Academy(tm)

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Overview

Asteroids, a mod for Star Wars® Jedi Knight®: Jedi Academy(tm), provides exciting team-based space combat for up to 16 players per server. Players can fly and fight for either the Empire or the Rebel Alliance and can choose from among eight distinctive starfighter vehicles (and two special bonus vehicles). The mod includes two custom maps (and a bonus Siege map) and special administration features.

Installation

Method 1(WinZip):

Just unzip into your \LucasArts\Star Wars Jedi Knight Jedi Academy\GameData directory with the option **Use Folder Names** enabled.

It will create a directory, **asteroids**, which is the directory of the mod.

Method 2:

Create a folder in your \LucasArts\Star Wars Jedi Knight Jedi Academy\GameData folder called **asteroids** and unzip the contents into that folder.

Either way, the .pk3 and .cfg files should end up in **GameData\asteroids** and the .bat files should end up in **\GameData**.

Note: it is very important that all of the asteroids files (except asteroids.bat and asteroids ded.bat) are in the "asteroids" folder and that the "asteroids" folder is in the "GameData" folder and nowhere else. Do not put the "asteroids" folder in the "base" folder. Do not take the asteroids .pk3 files out of the "asteroids" folder and put them in your "base" folder. The mod won't function properly if you do that.

Running the maps outside the mod is **not recommended**. The mod includes important additional code that fixes bugs and improves performance. According to programmer Michael Gummelt, the Asteroids maps are unplayable (even over a LAN) without the mod's code fixes, and the Siege Destroyer 2 map will cause player's computers to crash when trying to connect.

Servers using Asteroids Mod can play all of the standard maps and gametypes (FFA, CTF, Duel, etc.) in addition to the Asteroids TFFA and Star Destroyer 2 Siege maps. You will also be able to use the special admin features (auto kick or ban of team and self-killers, Team-only Kick voting, etc.) with the other maps using the TFFA and CTF gametypes.

To launch Jedi Academy with the Asteroids Mod, simply double-click the **asteroids.bat** file in your GameData folder. If you want to create a server running the Asteroids Mod, double-click the **asteroids_ded.bat** file. For convenience, you can create a Shortcut to either of those files by right-clicking the .bat file and dragging to your Desktop. Select "Create Shortcut(s) Here".

If you have trouble launching the game or get an error, try temporarily moving all non-Raven .pk3 files out of your base directory, and try again. It is wise to keep your base folder free of clutter from maps, skins, hilts, sounds, and other .pk3 files that you are no longer using. Your game will load faster you will be less likely to have errors caused by too many .pk3 files in your base folder.

If you have a fast computer, try setting your resolution to the highest level and your graphics quality to the highest level that your computer will support. Even with the highest graphics quality and 1600 x 1200 resolution, I get a steady 30 fps, which provides very smooth space combat (it's only choppy in the Rebel hangar because of the reflective floor, but you're there for only a few seconds, or not at all if you are fighting for the Emperor). The high resolution makes it easier to spot other fighters and identify which way they are flying, and the high graphics quality and high resolution makes the starfighters look truly stunning.

Rules

Asteroids is designed for Team Free For All (TFFA) gameplay only. Team Free For All pits two teams against each other in a battle of supremacy. Each player scores points for eliminating opponents, but players on the same team can work together to eliminate tougher foes. All players on a team combine their scores for a single team score. The game ends when one team reaches the "fraglimit", or time runs out (timelimit hit). Both the fraglimit and the timelimit are set by the server administrator.

When players first join the game, they can choose to be a spectator, or to join the **Red (Rebel) Team** or the **Blue (Imperial) Team**. It is considered good sportsmanship to join the team that is behind in points, or the smaller team if the score is close. When you first join a game, it is a good idea to go to Spectator first. See which team is behind and needs your help the most, then join that team and enter the battle.

For added realism, players joining the **Red (Rebel) Team** can use the Rebel Pilot skin, and those joining the **Blue (Imperial) Team** can use the Stormpilot skin.

If you join the **Red (Rebel) Team**, you may also choose to use one of the many available Luke Skywalker skins, such as [this](#) one.



Or, if you choose the Dark Side, you can join the [Blue Team](#) and fight as the Dark Lord himself, Darth Vader, using [this](#) skin.



For maximum realism, go to your Profile and remove all Force points from Saber Attack, so you will spawn without a lightsaber. You won't be using it anyway!

Intentionally killing your own team members ("team-killing"), and repeated self-killing to lower a team's score ("suicide running") are against the rules, poor sportsmanship, and are the quintessential signs of a "noob". The Asteroids Mod has specific features to automatically kick or ban team-killers and suicide-runners, so don't act like a noob and do either one of those childish behaviors yourselves.

The Fighters

Each team has four distinct fighter types, all of which have their strengths and weaknesses in terms of speed, maneuverability, weaponry, and durability. (The following starfighter information is from www.starwars.com).

Rebel Alliance Fighters

Z-95 Headhunter



Max Speed: 2400	Turbo speed: 4600	Turn Speed: 5.25	Strength: 2800	Shields: 500
LASER cannons: 2	Missiles: 6 Concussion missiles (non-homing)	Astromech droid: No		

An outdated series of starfighter, the Z-95's endurance, adaptability, and large numbers has led to its continued use long after its initial production run had ceased. A multi-purpose starfighter, the Z-95 has spawned countless variants, with individual forces, government, squadrons and owners adding and adapting componentry and systems.

Developed in a cooperative venture between Incom Industries (now the Incom Corporation) and the now-defunct Subpro Corporation, the Z-95 is largely recognized as the premiere starfighter of its era, and the forerunner of the incredibly successful [X-wing starfighter](#).

The Z-95 has changed throughout the years, eventually evolving into the T-65 Incom X-wing starfighter. The initial Z-95 models resembled atmospheric craft rather than deep-space starfighters. Early production models were twin-tailed wedge-shaped craft with bubble-cockpits.

As the series progressed, the bubble-cockpit got smaller, with increased instrumentation compensating for reduced visibility. Subsequent models had swing-wings and a forked tail with twin engines. These initial models (the Mark I, or **Z-95mk1**) were very maneuverable in an atmosphere. The basic frame was 11.8 meters long, and had weapons hardpoints located on wing and fuselage.

Incom added new Z-95s annually during the height of production. Among the most common variants were the **Z-95C4d**, a ground support bomber equipped with additional bomb racks and ordnance hard-points. The **Z-95ER** was an extended range model, with additional consumable tankages. The **Z-95ML** was a missile launch platform, with added missile racks and long-range ordnance hard-points. The **Z-95XT** was a two-person fighter used as a trainer. The [Rebel Alliance](#) used the XT as a training vessel as well as for ferrying runs in-system or between ships in the fleet.

These later-era Z-95s had a basic configuration that strongly hinted at the T-65 X-wing that was to soon take the galaxy by storm. A thin, pointed spaceframe rested between two large engine clusters, from which foils extended outward. The tips of the foils typically housed the primary weapons (usually [blasters](#) or laser weapons) while the fuselage provided a more stable platform for missile weapons. Later in the production run, the **Z-95-AF4** (Assault Fighter 4) featured twin engine clusters that split into a total of four engine thrusters, much like the modern X-wing. These later Headhunters also had the capability of splitting the foils into attack position, widening the coverage area of the wing-mounted weapons.

Each generation of Z-95 has increased in speed. Compared to today's fighters, Z-95s have low maneuverability. The Mark I, with its aerodynamic styling, offered a greater airspeed-to-space speed ratio than later models.

Z-95s are typically not equipped with [hyperdrive](#) engines, though famed Republic (and later Alliance) tactician Adar Tallon developed a variant -- the **Z-95t** -- which featured a class 3 hyperdrive, and increased maneuverability. Later Z-95s did feature an Incom Gbk-435 hyperdrive motivator, and a Narmox Zr-390 navicomputer system. Smuggler Alliance leader [Mara Jade](#) piloted a modified Z-95 with a hyperdrive before switching to larger, more practical craft.

The [Z-95 Headhunter](#) is notorious for being able to take brutal punishment before falling apart, though as starfighter weapon technology has progressed, Headhunter pilots would rather trust their flying than their armor and shields. Z-95s have respectable armor plating, but their shielding tends to be very light. Near the end of the product line, Z-95s could boast a titanium alloy hull and XoLynn shielding.

Weapons systems vary among the different models, but most Z-95s are equipped with two wing-mounted triple-blasters, which are fire-linked. Another common weapon systems are a bank of concussion missiles. The dedicated missile platform Z-95s, of course, had increased payloads.

A common model featured twin Taim & Bak KX5 fire-linked laser cannons, and twin Krupx MG5 concussion missile launchers. These weapons are controlled through a Fabritech ANq 2.4 tracking computer and SI 5g8 "Quickscan" vector imaging system. Sensor systems include a Fabritech ANS-5c unit with long-range Phased Tachyon Detection Array #PA-9r and one short range Primary Threat Analysis Grid model #PG-7u.

(Starfighter history and information from www.starwars.com)

Y-Wing



Max Speed: 2000 Turbo speed: 3400 Turn Speed: 3.90 Strength: 3700 Shields: 1000
LASER cannons: 2 (and auto-firing laser turret) Missiles: 8 Proton torpedoes Astromech droid: Yes

Growing increasingly outdated with the advent of sleeker, more powerful starfighters, the [Y-wing](#) nonetheless has a proud track record of service in the [Rebel Alliance](#). The sturdy fighter-bomber gets its name from its shape: a reinforced central spar connects the cockpit to a cross-spar. At each end of the cross-spar rests a powerful engine nacelle, which houses the fighter's sublight and [hyperdrive](#) engines. Just aft of the cockpit module is the [astromech droid](#) socket.

The Y-wing's primary weapons are twin forward-firing laser cannons, housed in a recessed slot in the front of the cockpit module. A secondary weapon is a turret mounted paired set of cannons. Though many Y-wings fly as single-pilot fighters, some sport a two-seat configuration with a rear-facing tailgunner operating the turret canons.

The Y-wing also carries [proton torpedo](#) launchers. During the Battles of [Yavin](#) and [Endor](#), Y-wing squadrons were influential in helping defeat the [Death Star](#) threats. A Y-wing brandishes its squadron colors and markings on its main cockpit module and the forward tips of the engine nacelles.

[Y-wing starfighter](#)s hold the dubious record of being the most-destroyed military vessel in the Alliance arsenal. This is not due to any design flaw in the Koensayr starfighter. Rather, it is the result of it being the most common starfighter the Alliance had at its disposal during the Galactic Civil War.

Predating the Incom [X-wing](#), the Koensayr Y-wing figured prominently in the [Rebellion](#)'s early skirmishes. They proved their value in the Battle of Vnas at Duro, and the Battle of Ord Biniir. During the Siege of Ank Kí'Shor, Y-wing fighters saved thousands of lives by holding off attacking [TIE bombers](#).

The Alliance maintains two basic types of Y-wings, the single-seater BTL-A4 and the double-seater BTL-S3. In the two-seater S3, the gunner sits facing rear, controlling the turret-mounted ion cannon. A pair of Koensayr ballistic ejection seats that automatically eject both crewmembers protects both pilot and gunner. The A4 features Guidenhauser ejection systems like their X-wing counterparts.

The twin massive Koensayr R200 Ion Jet engines (rated at 250 KTU) propel the starfighter in real space, and each engine nacelle is topped with sophisticated sensor arrays. In an atmosphere, these ion fission engines work in conjunction with recessed [repulsorlift](#) generators to attain speeds of 1,000 kilometers per hour. The Y-wing's maneuverability comes from a pair of thruster control jets in the aft-face of the central spar. Additional agility is afforded by disk-vectrals set in the end of the engine nacelles to redirect thrust.

The Y-wing's R300-H [hyperdrive](#) motivator yields a Class One performance on standard astrogation routes. The S3 model does not have a hyperdrive backup. In the BTL-A4 Longprobe variant, the gunner's station is replaced with a nav computer and backup systems. The slower backup is equivalent to a Class Six hyperdrive.

Hyperdrive, repulsordrive, and sublight systems are controlled via the Subpro NH-7 flight control avionics package. The Y-wing draws power from Thiodyne O3-R cryogenic power cells which fuel the internal ionization reactor.

Perhaps the one thing fighter jockeys on both side of the war will agree on is that the Y-wing can take a beating. Its durable titanium reinforced Alusteel alloy hull proved a surprise to early enemy pilots who, confident that they had lined up the Y-wing in their targetting crosshairs, failed to destroy it with a snap-shot. Only by repeatedly dogging the Y-wing will a pilot's lasers cut through its hull.

This reputation for being tough, as well as its ground-hugging attack bomber mission profiles, has caused faster fighter pilots to nickname the Y-wing a "wallowing pig."

The Y-wing is designated an attack fighter, giving it a wide range of combat applications. Capable of respectable performance in one-on-one fighter engagements, its durable spaceframe is also well suited to carry heavy-armaments. With little or no modifications, many Alliance units use Y-wing fighters for bombing craft. In the later years of the Galactic Civil War, Y-wings began to be replaced by [B-wing starfighters](#). This newer fighter boasted similarly strong shields and hull, and devastatingly powerful projectile, laser and ion weaponry. The B-wing took years to replace the Y-wing, however, since there were so many of the older craft in service.

Y-wings were relocated from front-line combat service to base protection and on raids on outlying Imperial convoys. Many Y-wings have been pushed into courier duty for Intelligence services. This is where the most interesting Y-wing variants can be found. Some courier Y-wings have done away with the ion weapons, replacing the cannon power systems with luggage space. These fighters feature special split canopies for faster ingress or egress when landed (or even, as reported by some, high-altitude exits). Some modified Y-wing fighters have detachable cockpits that served as repulsor-powered escape vehicles.

Y-wing componentry has made itself into other Alliance hardware. The cockpit of the modified T-47 [snowspeeder](#) is a modified Y-wing fighter cockpit refit. This expedites training due to the familiarity most pilots have with the control layout. The T-47 also features refitted sections of Y-wing armor along its hull.

(Starfighter history and information from www.starwars.com)

A-Wing



Max Speed: 2750 Turbo speed: 4200 Turn Speed: 6.10 Strength: 1300 Shields: 200

LASER cannons: 2 Missiles: 4 Concussion missiles (homing capable) Astromech droid: No

With its sleek arrowhead shape, streamlined cockpit and massive twin engines, the [A-wing starfighter](#) suggests raw speed even when parked within Alliance hangar bays. Faster than even the [TIE interceptor](#), the A-wing is well suited for lightning strikes. It sports a pair of pivoting laser cannons on each wingtip. The starfighters of Green Squadron, which flew in the Battle of [Endor](#), were made up of A-wing starfighters.

The Alliance brain trust of [General Jan Dodonna](#) and engineer Walex Blissex developed the [A-wing starfighter](#) after examining the role of speed in the Battle of [Yavin](#) and the sleek fighters developed by the Tamuuz-an. The top-secret result of their experimentation was the A-wing, the fastest vessel of the Galactic Civil War.

Twin Novaldex J-77 Event Horizon engines push the tiny craft through real space, giving it phenomenal sublight speed and performance. Though its Microaxial LpL computer worked hard to make the powerful vessel controllable, only the best pilots can take full advantage of the A-wing's velocity and weapons systems.

Bracketing the craft is a pair of linked laser cannons that can elevate and depress 60 degrees. Some models even carry weapons that can rotate completely around to fire at pursuing targets. An A-wing typically carries concussion missile launchers in recessed slots along its forward edge.

The A-wing also carries a powerful sensor jammer that wreaks havoc on the detection systems of small fighters. Against larger vessels the jammer is useless. In fact, it is a greater risk, as the jammer's powerful frequencies show up on a capital ship's sensor grid as a large and tempting beacon. (Starfighter history and information from www.starwars.com)

X-Wing



Max Speed: 2600 Turbo speed: 4000 Turn Speed: 4.20 Strength: 3500 Shields: 700
LASER cannons: 4 Missiles: 8 Concussion missiles (homing capable) Astromech droid: Yes

The Incom T-65 [X-wing starfighter](#) has become a symbol of the [Rebellion's](#) starfighter corps. Pressed into service time and again, the typical Alliance X-wing shows the scars from previous engagements, though the fact that it still performs as an advanced vessel of space superiority is indication of the ruggedness of the craft.

The sleek fuselage of the X-wing starfighter is 12.5 meters long. The long, narrow spaceframe is flanked in the aft quarter by four massive real space engines. Each engine has an aerodynamic S-foil mounted on it. The wings not only serve as stabilizer surfaces in air travel, but also distribute deflector shield energy and serve as weapons mounts. The surface of each S-foil bears squadron and fighter markings.

Located midway through the ship is the X-wing's cockpit module. Behind the X-wing's cockpit is an astromech socket. The [astromech droid](#) provides astrogation data for the fighter's [hyperdrives](#), and serves as a co-pilot and technician during flight. Three landing gears extend when the fighter is docked.

The [X-wing starfighter](#) became the premiere Alliance weapon when [the Empire](#) nationalized the Incom Corporation. Technicians and suppliers in the employ of Incom were secretly sympathetic to the Alliance, and during a daring Rebel raid, they defected to the [Rebellion](#), bringing the X-wing fighter prototypes with them. Like its predecessor, the Incom/Subpro Z-95, the X-wing fighter has a reputation for being able to absorb damage, but is also quite fast and maneuverable. In response to the X-wing fighter threat, the Empire designed the new [TIE interceptor](#) to be its space superiority fighter. The X-wing would become the mainstay fighter for the Alliance for much of the Galactic Civil War.

The X-wing fighter has a compact life support system of compressors, temperature regulators, and oxygen scrubbing filters. A series of acceleration compensators help isolate the pilot from deadly g-forces generated by high-speed maneuvers. There is enough oxygen, fuel and power in an X-wing for a week of non-combat operations. Additional consumable tanks can be affixed to the S-foils at a cost of performance.

Behind the cockpit, accessible from both behind the pilot's chair and a belly hatch, is the cargo compartment. It has a capacity of two cubic meters, and is rated for 110 kilograms. Pilots generally store survival and repair gear in this compartment. The newer T-65AC4 can carry 150 kilograms of cargo.

In emergencies, the X-wing's Guidenhauser ejection seat can throw the pilot clear of the fighter. Separator charges blast the cockpit canopy free, and also launch the astromech unit from the socket.

A fully integrated Torplex Rq8.Y flight computer translates flight data from control surfaces to engine performance. Like most starfighters, X-wings don't come equipped with slave circuits. A centrifugal vapor fusion and ionization reactor housed behind the astromech socket generates power for the X-wing. Novaldex O4-Z cryogenic cells housed in the ship's aft engineering section power the generator's initial spins. These power cells are recharged through a super-conducting port. Once powered, the four Incom 4L4 fusial thrust engines propel the starfighter. Some models were equipped with Incom 4j.4 engines rated at 300 KTU. The newer T-65AC4 can attain an impressive sublight speed comparable to the Alliance [A-wing](#). Maneuverability is afforded by a system of etheric rudders that change thrust vectors.

In an atmosphere, the X-wing's Incom RDA [repulsorlift](#) drive adaptor provides an airspeed of 1,050 kilometers per hour. The fighter handles nearly identical to a [T-16 skyhopper](#) in an atmosphere. The New Republic-era fighter can attain speeds of at least 1,300 kilometers per hour.

For hyperspace transit, the X-wing is equipped with an Incom GBk-585 motivator HCU (hyperspace control unit). The motivators on each engine provide a class one performance.

The X-wing's main fuselage houses most of its essential electronic components. The nosecone contains the primary sensor array, consisting of a Fabritech ANs-5d "lock track" full-spectrum transceiver, a Melihat "Multi-imager" dedicated energy receptor and a Tana Ire electrophoto receptor. An alternate configuration typically contained a long range Phased Tachyon Detection Array model #PA-9r, and a short range Primary Threat Analysis Grid model #PG-7u. The array feeds information through a shielded multiplexer relay to the ANq 3.6 sensor computer. The unit can track up to 1,000 moving sublight objects, acquire 20 possible targets, and can be programmed for extra sensitivity to 120 specific sensor signatures. At the very rear of the craft is a Fabritech k-blakan mini sensor providing the pilot a view of the ship's rear arc. One of the X-wing's primary weaknesses is a blind spot at the rear of its belly.

A Bertriak "Screamer" active jammer is the standard sensor jammer employed by X-wing fighters. The Screamer isn't powerful enough to jam capital-scale sensor systems, but it can interfere with homing warheads and jam starfighter sensors.

Four identical Taim & Bak KX9 laser cannons are mounted on each S-foil wingtip. During combat situations, the S-foils split into attack position, deploying in an "X" configuration. This increases the fighter's field of fire, and ensures that all lasers target in to a specific "zero" point, typically half a kilometer from the fighter. The lasers are powered by the engine power converters and are fed by dynoric energy lines that run the surface of the S-foils. A number of X-wings used Taim & Bak IX4 laser cannons instead. The New Republic era fighters employ even more powerful cannons. The laser cannon efficiency is one of the hallmarks of the X-wing starfighter. At full recharge, this allows for continuous fire.

For long range targeting, the fighter has two Krupx MG7 [proton torpedo](#) launchers housed in the main fuselage. Each launcher fires from a three-torpedo magazine for a total payload of six warheads. For added accuracy in bombing runs, a targeting computer screen mask extends on a mechanical arm to assist the pilot with precise firing data. The refitted X-wing recon fighters have had the proton torpedo launcher removed and replaced with high-gain long-range sensors, processors and high-speed hypertransceivers.

Some X-wings were equipped with decoy and carbon fiber chaff mines that could be fired in dogfight situations. The decoys would broadcast a sensor signature similar to the X-wing, confusing enemy scanners. The carbon-fiber chaff mines would create dangerous clouds of sensor-opaque debris that could damage pursuing vehicles or prematurely detonate incoming warheads.

The X-wing's [deflector shield generator](#) is in the aft section of the vessel. It produces basic shield matrices through a catalyzation process, and then feeds deflector ducts scattered along the fighter's surface. The Chepat "Defender" projectors along the S-foil surfaces generate the starboard and port shields. This supplements the hardened titanium armor alloy of the X-wing. The expensive and high-strength alloy sedrellium is used to reinforce the X-wing's hull.

Throughout the Galactic Civil War, the Alliance always had precious few X-wing fighters compared to the Empire's seemingly endless arsenal of TIE craft. As a result, the Alliance X-wings were often in a state of constant use. A "new" X-wing is a rare sight, as the

starfighters showed the wear and tear that their pilots would subject them to. Common models of fighters in the Galactic Civil War included the T-65B and the T-65C-A2.

The heroic Red Squadron that succeeded in destroying the [Death Star](#) at the Battle of [Yavin](#) was composed of X-wing fighters. The survivors of this squadron were organized by Commander Narra and Lt. Commander [Luke Skywalker](#) into the nascent Rogue Group. Under the command of [Wedge Antilles](#), Rogue Squadron emerged as the premiere X-wing starfighter force in the galaxy.

At the Battle of [Endor](#), Wedge had the option to outfit his squadron with newer fighters like the A-wing or [B-wing](#). Instead, he opted to go with the venerable X-wing fighter. During that fateful battle, Rogue Squadron flew as Red Group, to honor the pilots of the first Death Star battle.

Rogue Squadron soon became a symbol of the Alliance itself, and the New Republic that would follow. It played key roles in battles over Bakura, Borleias, [Coruscant](#) and Thyferra. Older cruiser captains often resented the glamour afforded to the X-wing pilots, and nicknamed them "X-wing hotshots."

Later, with the introduction of new fighters like the A-9 Vigilance Interceptor and the [E-wing fighter](#), the X-wing was pushed from the limelight. Eventually, after years of research and modification, Incom unveiled a new faster Incom T-65AC4 fighter that can compete on its own in the modern starfighter combat arena. The older X-wings are being refitted into T-65BRs, or reconnaissance X-wings.

The recon fighters have their missile weapons replaced with advanced sensors and communication gear. In addition, these X-wings are equipped with sophisticated self-destruct sequence that wipes the ship's computer, destroys the astromech with a shaped charge, kills the pilot with a lethal injection and then finally detonates a baradium charge that not only destroys the X-wing, but is powerful enough to cripple a nearby ship.

Thirteen years into the New Republic's rule, Incom introduced the T-65D-A1 X-wing starfighter, which featured notable changes. To standardized performance in the New Republic forces, General Wedge Antilles ordered that all older model X-wings be updated to conform to the new specs. The new model featured an advanced computer system that integrated all the functions of the supplemental [astromech droid](#) into one package. As such, the T-65D-A1 needed no astromech socket, and did not sport one. The new X-wing's advanced computer system was accessible from the cockpit, allowing the pilot more customizable options during flight and combat.

Unfortunately, would-be terrorists exploited the introduction of the T-65D-A1. Each new computer system retrofitted into an older X-wing, or that came standard with a newer model, was equipped with a hidden explosive detonator. This insidious sabotage was set to go off when a specific combination of computer commands was executed. This act grounded the New Republic X-wing arsenal for a time, and seriously hampered the success of the T-65D-A1 refit.

In an effort to stave away obsolescence, Incom continually revisits and updates the X-wing design. The latest incarnation is the XJ X-wing. Sporting a trio of proton torpedo launchers, improved speed, armor and maneuverability, the XJ model is a cutting edge design that is still faithful to the classic T-65 that inspired it. It is a common vessel found in the ranks of the new [Jedi](#) Order.

(Starfighter history and information from www.starwars.com)

Imperial Fighters

TIE Fighter



Max Speed: 2400 Turbo speed: 4000 Turn Speed: 6.00 Strength: 2500 Shields: 0

LASER cannons: 2 Missiles: none

Bursting from Imperial hangar bays in gnat-like clouds are the standard starfighters of the Imperial arsenal -- the Twin Ion Engine craft known as the TIE starfighter.

The single-seater short-range vessel lacks a [hyperdrive](#), and as such requires deployment from launch bases and capital ships. It features two fire-linked laser cannons chin-mounted on the ball-shaped cockpit.

[TIE fighters](#) were typically employed en masse to make up for their shortcomings. Speedy and maneuverable, these fighters are nonetheless fragile. Though hard to hit, even a glancing blow can destroy a TIE.

Though TIEs presented a formidable challenge to pirates and civilian craft, the skilled pilots of the [Rebel Alliance](#) made short work of them in combat. The Alliance workhorse, the T-65 [X-wing starfighter](#), continually bested the TIE in numerous engagements. As the Galactic Civil War raged on, the standard TIE arsenal was supplemented with more advanced and specialized craft, such as the fearsome [TIE interceptor](#) and the dedicated [TIE bomber](#).

During the waning years of the Republic, Republic Sienar Systems first developed the original T.I.E. fighter, the craft that was the forerunner to the standard Imperial vessel. When [Palpatine](#) cemented his rule, the rechristened Sienar Fleet Systems entered into an exclusive arrangement producing the starfighters of the Imperial Starfleet.

With this transition came the upgraded TIE, which went under continual revisions until the TIE/ln became the standard line starfighter in Imperial use.

The hexagonal solar panels supply power to a unique propulsion system. Microparticle accelerators propel ionized gasses at a substantial fraction of lightspeed. These gasses are then expelled from rear vents to generate thrust. The ion streams can be directed along almost any vector, allowing for the TIE's incredible velocity and maneuverability. The twin [ion engines](#) have few moving parts and require comparably less maintenance to the starfighters of the Alliance.

[TIE fighter](#) units are typically organized into *wings* -- a grouping of 72 fighters carried aboard a [Star Destroyer](#). These wings are subdivided into six squadrons of 12 fighters each. One of these squadrons is typically made up of [TIE interceptors](#) while another consists of [TIE bombers](#). Each squadron consists of three flights of four fighters each. Each flight contains two elements. An element is the smallest tactical unit of starfighters ever deployed, and consists only of a leader and a wingman.

TIE production was extremely modular and automated, as the Sienar foundries churned out countless starfighters to fuel the insatiable Imperial war machine. Variant models of the basic TIE include the TIE/rc (a model with advanced sensors and communication gear for reconnaissance missions), the TIE/fc (equipped with accurate fire control and target designation for long-range naval bombardments), the TIE/gt (with an enlarged hull to delivery heavy ordnance). (Starfighter history and information from www.starwars.com)

[TIE Bomber](#)



Max Speed: 2000

Turbo speed: 3200

Turn Speed: 4.50

Strength: 4600

Shields: 0

LASER cannons: 2

Missiles: 8 Proton torpedoes

Using the standard [TIE fighter](#) as a starting point, Imperial engineers designed a dedicated craft to deliver explosive payloads through bombardment. Showing its TIE roots, the [TIE bomber](#)'s fuselage is bracketed by a pair of solar gather panels. For its increased power requirements, the bomber boasts elongated panels with greater surface areas than the standard starfighter.

The TIE bomber has twin cylindrical hulls between its panels. The starboard cylinder houses the pilot, while the port pod contains the fighter's explosive cargo, which are delivered to their targets via a ventral bomb chute.

Sienar Fleet Systems' development of the [TIE bomber](#) took the robust TIE/gt starfighter variant as a starting point and ended up with a formidable light space bomber capable of delivering devastating attacks of pinpoint accuracy against ground and space-based targets.

Previous to the bomber's development, orbital bombardment was handled by the weapons of the capital starfighters such as [Imperial Star Destroyers](#). While no one would argue against the lethality of such methods, capital ship bombardments would often result in unwanted collateral damage adjacent to the targets. For more refined attacks, such as when [the Empire](#) desired to take a target intact, the surgical precision of the TIE bomber excelled.

The TIE bomber marks one of the few Imperial starfighters to come equipped with an ejection seat. Given that this vessel often operates within planetary atmospheres, a pilot stands a good chance of surviving should he need to eject.

The port pod contains two bomb bays that can carry a variety of payloads -- proton bombs, guided missiles, orbital mines, free-falling [thermal detonators](#), for example. Advanced sensors developed by Nordoxicon's Micro Instruments divisions grant the TIE bomber unerring accuracy.

The bomber's greatest drawback is its speed and sluggish handling. It is not a vessel meant for twisting, jinking aerobic dogfights. While its increased armor affords some protection from enemy fire, Alliance starfighter pilots consider so-called "dupes" easy pickings.

(Starfighter history and information from www.starwars.com)

TIE Advanced



Max Speed: 2500 Turbo speed: 4100 Turn Speed: 6.00 Strength: 3000 Shields: 300
LASER cannons: 2 (turbo) Missiles: none

Faced with a daring attack on their seemingly unstoppable [Death Star](#) battle station by tiny Rebel starfighters, [the Empire](#) was willing to trust the technological giant to crush the smaller foe. Yet for all its power, the Death Star's ponderous [turbolaser](#) cannons could not track the swift Rebel fighters. One person saw the pride in the Death Star as misplaced -- [Darth Vader](#), Dark Lord of the [Sith](#). Unwilling to underestimate the Rebel threat, Vader personally commanded a handpicked squadron of [TIE fighters](#) into battle. As the Imperial fighter craft screamed into space, Vader sat at the controls of his own customized fighter. Unlike the standard TIE, Vader's had larger, angular wings. The rear engine was considerably longer, and the support struts connecting the cockpit ball to the wings were much thicker than standard.

Vader was responsible for the death of many Rebel pilots in the assault. A well-placed shot from the [Millennium Falcon's](#) laser cannons destroyed one of Vader's wingmen. In the confusion that followed, the remaining wingman collided with Vader's ship, sending the Dark Lord spinning out of control into space.

Developed to [Darth Vader's](#) specifications, Sienar Fleet Systems constructed the [TIE Advanced x1](#) as a predecessor to their later cutting edge fighters, the TIE Avenger and the [TIE interceptor](#). Like the standard [TIE fighter](#), the x1 prototype features powerful twin laser cannons and two solar gather panels that provide power to the ship's systems. Twin [ion engines](#) propel the craft at amazing speeds.

Unlike the standard TIE/In starfighter, the x1 had a much more robust spaceframe, with reinforced durasteel-alloy hull, providing greater protection from enemy fire and stability during strenuous maneuvers. Also, abandoning previous Imperial design policies, considerable resources were spent to make the TIE Advanced hyperspace-capable, and the fighter was even equipped with deflector shields.

In the end, the TIE Advanced proved too expensive to mass-produce. It continued to be an elite fighter craft assigned only to certain squadrons. Imperial Navy scuttlebutt has it that the higher echelons of officers were wary at promoting a starfighter with shields and [hyperdrive](#), since it would undermine the use of capital ships as launch platforms. Rather than see the capital ship budget slashed, the TIE Advanced was sacrificed instead.

Years after the Battle of [Yavin](#), enough TIE Advanced fighters had been produced to end up on the open market. [Lando Calrissian](#), a private citizen of the New Republic, used a modified version of the fighter for spectator sports in the Dubrillion asteroid belt.

(Starfighter history and information from www.starwars.com)

[TIE Interceptor](#)



Max Speed: 2400 Turbo speed: 4000 Turn Speed: 6.00 Strength: 3400 Shields: 0
LASER cannons: 4 Missiles: none

A later addition to the TIE starfighter arsenal, the [TIE interceptor](#) sports a jagged pair of dagger-like wings, giving it an ultra sleek profile that hints at the blinding speed the fighter possesses. Like the standard TIE, the interceptor has a ball-shaped single-pilot cockpit suspended between a pair of bracing arms. The arms terminate in solar gather panels that power the craft. Unlike the [TIE fighter](#), the interceptor has four powerful laser cannons mounted on the tips of the dagger wings. TIE interceptors figured prominently in the Battle of [Endor](#).

The [TIE interceptor](#) was designed by Sienar Fleet Systems as an answer to Incom's T-65 [X-wing starfighter](#). Based on [Darth Vader's](#) x1 TIE Advanced prototype, Sienar crafted a space superiority craft with greater speed and firepower than the standard TIE fighter. For

economic and training ease, Sienar retained the ball-shaped TIE cockpit and many of the control interfaces, but souped up the TIE's performance to impressive levels.

The dagger-shaped solar gather panels afford the pilot increased visibility and greater power. A new system of ion stream projection modulated by tiny deflectors gave the TIE interceptor exceptional maneuverability. During the Galactic Civil War, the TIE interceptor was introduced to TIE wings, with a single squadron of 12 interceptors standard on most [Star Destroyers](#).

Although more rare fighter models exist with greater performance -- such as the TIE defender -- the TIE interceptor represents the pinnacle of the TIE series. During the time of [Grand Admiral Thrawn](#)'s campaign, several TIE interceptors were seen to carry [shield generators](#), indicating their importance to the struggling Imperial effort.

(Starfighter history and information from www.starwars.com)

Special Vehicles

Lambda Shuttle



Max Speed: 1800

Turbo speed: none

Turn Speed: 2.00

Strength: 2700

Shields: 1500

LASER cannons: 2 (turbo, linked)

Missiles: 10 mines

An elegant example that stands apart from typical brutish Imperial engineering, the *Lambda*-class shuttle is a multi-purpose transport used in the Imperial Starfleet. The Empire pressed the shuttle into service for both cargo ferrying and passenger duty. Even [the Empire's](#) elite, like [Darth Vader](#) and the Emperor [Palpatine](#), used *Lambda*-class shuttles.

With a trihedral foil design, the craft bears a strong resemblance to Incom's popular [T-16 skyhopper](#). It has three wings, a stationary center foil and two articulated flanking wings. When in flight, the side wings fold out for greater stabilization. When landing, the wings fold in, shrinking the vessel's silhouette.

Prior to the Battle of [Endor](#), the [Rebellion](#) managed to steal a small Imperial shuttle, the [Tydirium](#). Refitted and filled with a squad of [Rebel commandos](#), the *Tydirium* breached the security screen around the [second Death Star](#) to start the events that would lead to the Battle of Endor.

The well-equipped vessel has two forward-facing double laser cannons, two wing-mounted double cannons, and a rear-facing double laser cannon. It is equipped with a [hyperdrive](#).

Sienar Fleet Systems developed the *Lambda*-class shuttle, with subcontractor Cygnus Spaceworks developing a heavier, combat-ready version of the craft armed with 10 laser cannons.

Though designed primarily for space travel, the shuttle's broad wing surfaces give it stable atmospheric maneuverability. Its large interior hold can carry 20 soldiers, or 80 tons worth of cargo. Since the craft is hyperspace-capable and well-armed, *Lambda*-class shuttles do not require a military escort, though the increasing threat of Rebel forces meant that these ships rarely traveled alone.

The Emperor's *Lambda*-class shuttle was heavily modified, though its exact design specifications remain classified. It was rumored that [Palpatine's](#) personal craft even carried a prototype cloaking shield. (Starfighter history and information from www.starwars.com)

To use the shuttle, read the "[Spawning the Special Vehicles](#)" section.

The Millennium Falcon (YT-1300)



Max Speed: 2100 Turbo speed: 4000 Turn Speed: 8.00 Strength: 12200 Shields: 2500
LASER cannons: 2 quad-turbolaser turrets Missiles: 30 Concussion missiles (non-homing)

A legendary starfighter despite its humble origins and deceptively dilapidated exterior, the *Millennium Falcon* has factored into some of the *Rebel Alliance's* greatest victories over *the Empire*. On the surface, the *Falcon* looks like any other Corellian freighter, with a saucer-shaped primary hull, a pair of forward cargo-gripping mandibles, and a cylindrical cockpit mounted to the ship's side.

Beneath its hull, though, the *Falcon* packs many powerful secrets. Its owners made "special modifications" on the freighter, boosting its speed, shielding and performance to downright illegal levels. Its weaponry has been upgraded to military-class quad-*turbolaser* turrets. To cover rapid escapes, the *Falcon* sports a ventrally mounted hatch-concealed antipersonnel repeating laser. Between its forward mandibles rest concussion missile launchers. The habitable interior of the vessel also has a few surprises, such as concealed scanner-proof smuggling compartments.

The *Falcon* pays a heavy price for its augmented performance, though. It is extremely recalcitrant and often unpredictable. Its reconditioned *hyperdrive* often fails. Its current captain, *Han Solo*, has even been seen to restart a failed ignition sequence with a hard rap on the bulkhead with his fist.

A vessel employed in the shady fringe business of smuggling, the *Falcon* was owned by *Lando Calrissian* before Solo won it in a heated sabacc game. Under Solo's command, the *Falcon* became a famous starfighter, completing the *Kessel* Run at unprecedented speeds. Solo and his first mate *Chewbacca* maintained the *Falcon*, constantly modifying and tinkering with it, coaxing the maximum speed from the ship.

This speed became quite useful as Solo and Chewbacca were drawn deeper into the Rebel cause, and the *Falcon* began flying missions for the Alliance. It was the *Falcon* that provided covering fire for *Luke Skywalker's* final attack run on the first *Death Star*. The

Falcon became [Princess Leia Organa's](#) escape transport during the Battle of [Hoth](#). During the decisive Battle of [Endor](#), the *Falcon* flew point for the Alliance Fleet. Under Lando Calrissian's command, it soared into the heart of the incomplete Death Star, and delivered a missile volley that helped seal the Empire's fate.

The *Falcon* began life as a standard Corellian Engineering Corporation YT-1300 stock light freighter an unknown number of years ago. It eventually was won by gambler [Lando Calrissian](#) in a sabacc game. During Lando's first year of ownership, he had adventures in the Rafa system, the Oseon belt, and the Starcave of ThonBoka. It was Lando's idea to install hidden cargo sections under the *Falcon's* deck-plates. At this time the *Falcon* had a pair of smaller [blasters](#) located on the bow mandibles. Calrissian and his droid Vuffi Raa also increased the ship's shields. The *Falcon* gained one of her most significant battle scars, a huge tear near its entry ramp, when a Renatasian Confederation starfighter rammed her.

Solo continued the modifications that Calrissian began when the *Falcon* came under his ownership. Her armor, armament and speed have all been upgraded. The *Falcon* features duralloy plating over most of the vital areas of its hull. A set of advanced Kuat Drive Yards, Novaldex, and Nordoxicon [shield generators](#) stolen by Solo from the Myomar shipyards provide the *Falcon* with warship-grade shielding. A set of high-grade sensor suites are tied into the *Falcon's* dorsal rectenna sensor dish. Powerful sensor jammers also protect the *Falcon* in combat, although the first time the jammer was tested, it disrupted the information relays *inside* the ship.

To reduce his expenses, and maintain his privacy, Solo has modified the *Falcon* so that most of its major systems can be accessed through the cockpit or the tech station in the forward compartment. The myriad of ship control functions are funneled through what was once a Hanx-Wargel SuperFlow IV computer. It has since been modified with three droid brains that causes the *Falcon* to have schizophrenic arguments with herself.

The *Falcon's* interior appears unkempt, and is littered with all sorts of mechanical gear. Its central hold has a lounge area with a holographic game table. The ship also has hidden cargo holds under its deckplates, and a cargo-jettison feature. The *Falcon* lacks a [bacta tank](#), so it is equipped with a cryogenic hibernation capsule for emergency medical procedures, or for the transport of live cargo.

(Starfighter history and information from www.starwars.com)

To use the Millennium Falcon, read the "[Spawning the Special Vehicles](#)" section.

Summary of Vehicle Specifications

	SPEED	TURBO	TURN	STRENGTH	SHIELDS	GUNS	MISSILES	DROID
Z-95	2400	4600	5.25	2800	500	2	6 non	NO
Y-WING	2000	3400	3.90	3700	1000	2+turret	8 PT	YES
A-WING	2750	4200	6.10	1300	200	2	4 CM	NO
X-WING	2600	4000	4.20	3500	700	4	8 CM	YES
FIGHTER	2400	4000	6.00	2500	0	2	0	NO
BOMBER	2000	3200	4.50	4600	0	2	8 PT	NO
ADVANCED	2500	4100	6.00	3000	300	2 turbo	0	NO
INTERCEPTOR	2400	4000	6.00	3400	0	4	0	NO
SHUTTLE	1800	N/A	2.00	2700	1500	2 turbo	10 mines	NO
YT-1300	2100	4000	8.00	12200	2500	2 quads	30 non	NO

Joining the Battle

If you decide to join the Rebellion on the Red Team, you will spawn in a Rebel Alliance hangar:



Select your fighter and sprint to it. Stand close to it, and then press your Use key to board it. After you have successfully boarded the fighter your HUD (Head Up Display) will change:



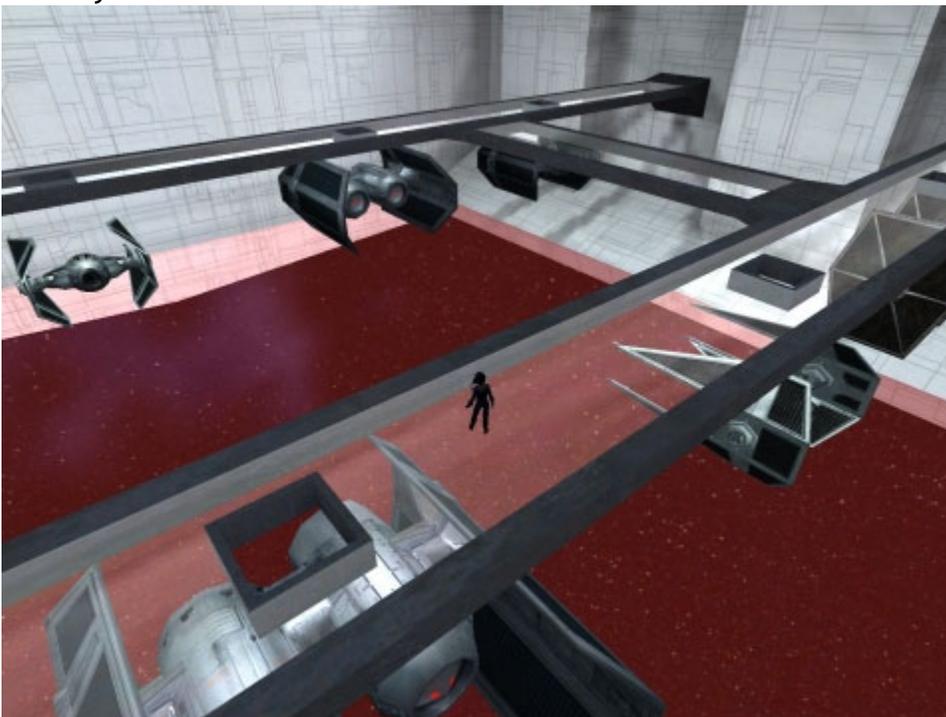
Simply press Jump to take-off vertically and raise your landing gear, then Forward to exit the hangar, taking care to avoid other fighters that might be taking off at the same time.

Shortly after you exit the hangar you will automatically make the jump into hyperspace:



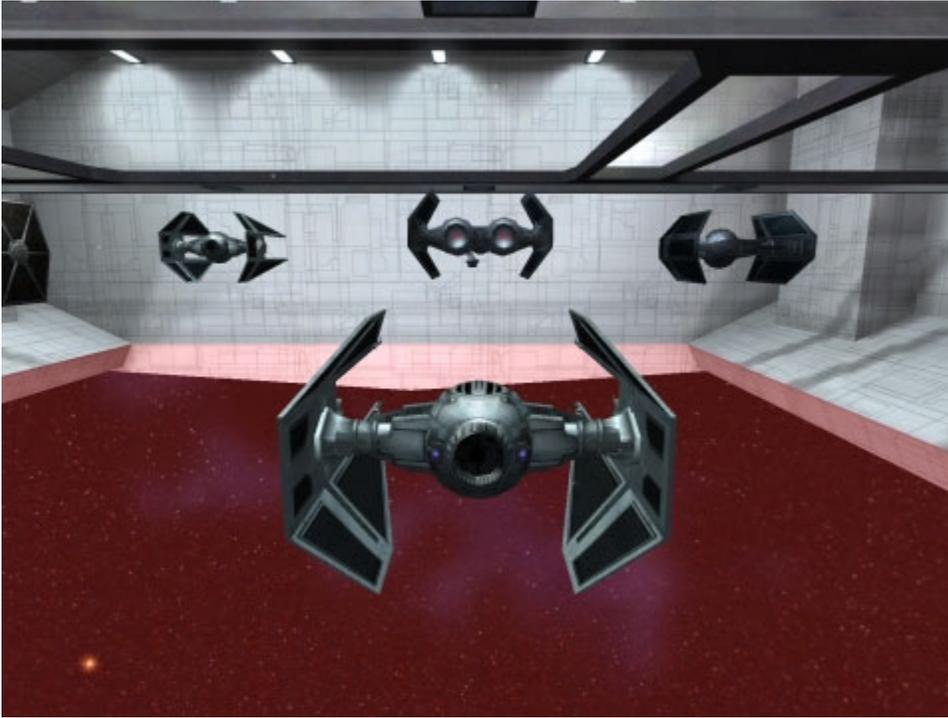
After exiting hyperspace you will find yourself on the edge of the asteroid field. Be prepared to take evasive action as soon as you arrive!

If you decide to join the Empire on the Blue Team, you will spawn in the hangar of an Imperial Star Destroyer:



There is a square opening above each fighter. Simply step into the opening and you will board the fighter (you do not need to press Use).

An automatic launch sequence will start, dropping your fighter out of the belly of the ISD:



You will then jump into hyperspace and arrive at the asteroid field. Take evasive action as soon as you arrive!

The Maps

The Asteroids Mod includes two custom maps, mp/asteroids and mp/asteroids2. **mp/asteroids** has an asteroid field with one large central asteroid and many smaller asteroids. The smaller asteroids can be destroyed with LASER cannon fire or missiles (but it's a waste of missiles). New asteroids appear as others are destroyed. You will hear a beeping proximity warning if you are in danger of colliding with a small asteroid.

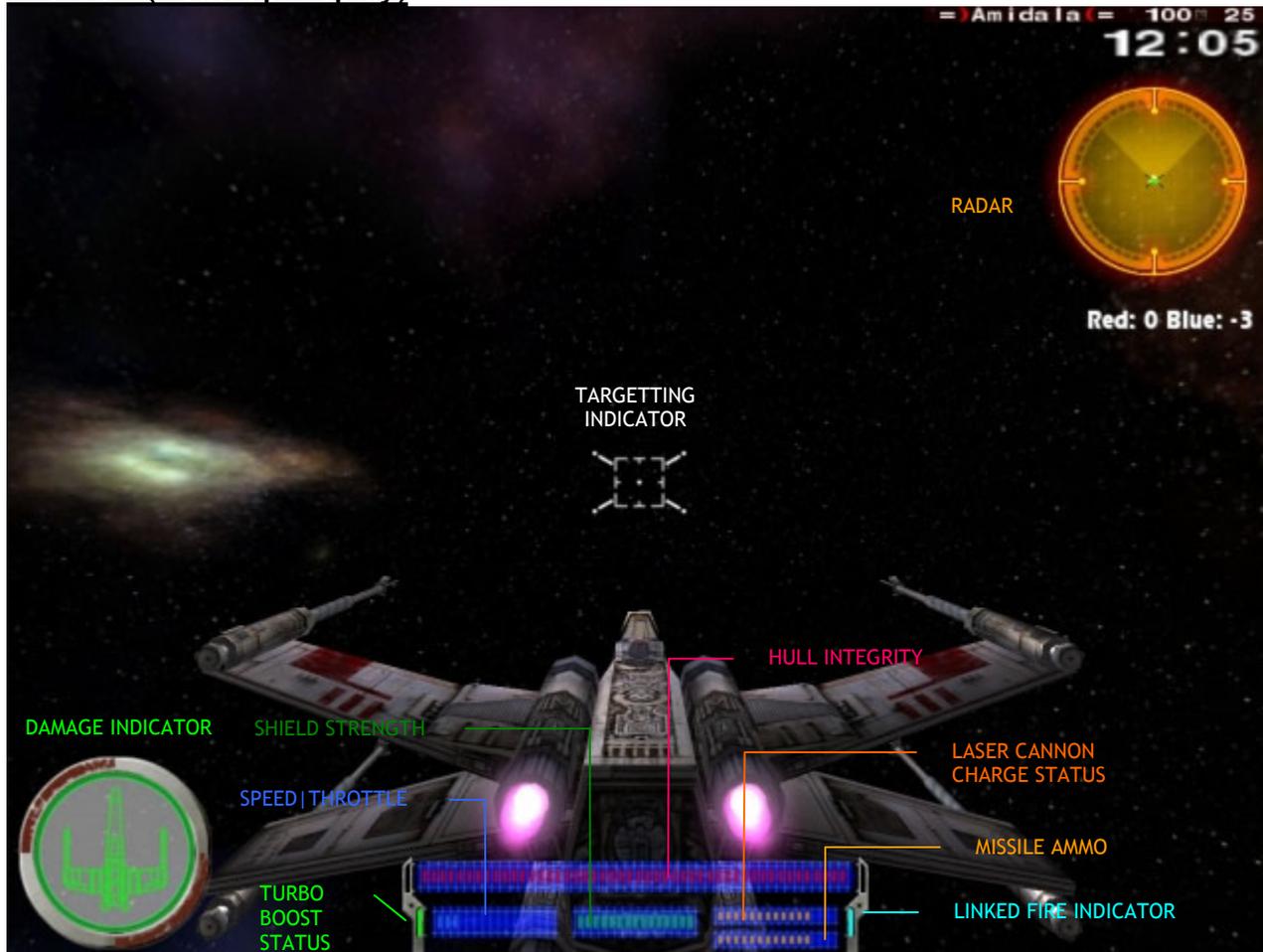
The large central asteroid cannot be destroyed. It is perforated by several tunnels that serve as a place to hide or to lure in pursuing enemies for a nasty counterattack. Just don't touch the tunnel walls or your ship will be destroyed! The large asteroid is constantly rotating, making entry and exit challenging for all but expert pilots (like you!).

mp/asteroids2 has no central asteroid. It is perfect for straight-ahead dogfighting.

The Asteroids Mod package also includes the Siege Star Destroyer2 map (**mp/siege_destroyer2**), the latest version of this popular map. The map allows all of the new starfighters and the Lambda Shuttle included with the Asteroids Mod to be used with the Siege gametype on this map. It also has several improvements and bug fixes.

Piloting and Combat

The HUD (Head Up Display)



First, know your HUD (Head Up Display):

RADAR:

Located in the top-right of your screen. You are in the center, allied ships are green and enemy ships are red. The larger they are, the more likely it is that they're above you. The smaller they are, the more likely it is that they're below you. Sometimes you will see an asteroid on the radar and you'll hear a collision alarm sound. That means you're very close to an asteroid. Also, enemy tracking missiles show up on the radar as a red star or dot. The closer the missile gets, the faster the missile alarm will beep.

If you don't see a radar screen, bring down the console and make sure `cg_drawRadar` is set to 1.

HUD:

In the bottom center of your display is the vehicle HUD. This displays the armor, shields (if you have any) and ammo of your ship.

All Rebel ships have shields. Only Rebel ships with Astromech droids (X-Wing and Y-Wing) can recharge their shields (the shields will slowly regenerate unless they're completely gone).

The only Imperial ship that has shields is the TIE Advanced (Vader's prototype TIE Fighter).

All Rebel ships have a secondary missile weapon of some sort. Only the Z-95 cannot lock its missiles onto a target (straight-fire only).

The only Imperial ship that has a secondary weapon is the TIE Bomber. It, too, can lock its missiles onto a target.

DAMAGE INDICATOR:

On the bottom left of your view is a diagram of your ship. The green ring around the ship is your shields (if you have any). It will flash red when hit and fade to white as they are depleted. Your ship, itself, is divided into 4 quadrants: front, back, left and right. As a part of your ship takes damage, the color will change from green (undamaged) to yellow (lightly damaged) to red (heavily damaged) to black (completely blown away).

CONTROLS:

- Move Forward - increase throttle
- Move Backward - decrease throttle
- Strafe Left - moves left
- Strafe Right - moves right
- Jump - Turbo boosts. The small vertical bar on the bottom left of the HUD indicates green if the turbo is ready to use, red if it's recharging. Turbo lasts different lengths on different ships and has a different top speed for different ships.
- Crouch - Brakes (if you need to stop very quickly, you can use this in addition to Move Backwards)
- Use Item - Toggles the weapons into linked (synchronous) firing mode. What this means is: if your ship has more than one muzzle for a weapon (like the X-Wing, it has 4 muzzles for the laser cannons), they will all fire at once instead of one at a time. But they will fire at a slower rate than normal. Good if you know you have a good shot - more shots will hit and you'll do a lot of damage.
- Use Object - Gets in/out of a vehicle
- Attack - Fires the primary weapon
- Alt-Attack - Fires the secondary weapon (if there is one). If the weapon can lock onto a target, hold down the button with the crosshair over the target and you'll see a sectional red disc appear over the target. When the circle is complete, let go and the missile will track. Some missiles track better than others, so a good pilot may be able to lose the missile. Firing a locked-on missile at someone moving directly towards you has a good chance of being evaded.

Note that, once you take a good amount of damage on part of your ship, the controls may be less responsive or you may lose speed or even wobble as you fly.

TARGETING:

Enemy ships are bracketed in red and there is a **lead indicator** on them. A dotted line will connect to a red circle. If you line your crosshair up with that circle and fire, your shot has a good chance of hitting the enemy ship.

Enemy ships, if they pass under your crosshair, will also display a damage indicator, on the bottom right of your display.

STRATEGY TIPS:

- Different ships are better/worse for different kinds of missions. Fast, rapid-fire ships are the best interceptors & dogfighters. The A-Wing and TIE Interceptors are about equivalent in this respect. But for objective-based missions where you have to take out a target, bombers are better (the TIE Bomber and the Y-Wing are tough and have a lot of firepower, but are very slow). The remainder of the ships fall somewhere in-between (The Z-95 and TIE Fighter are generally more interceptor-style fighters, the X-Wing and TIE-Advanced can inflict damage but have decent value in a pure dogfight as well). So you may find that the A-Wing and TIE Interceptor are the best for the asteroids dogfight, but the Y-Wing and TIE Bomber are more valuable on a map like the Siege Star Destroyer map.
- Mix it up and take a wingman. A good tactic may be to take a Y-Wing for heavy firepower and damage absorption and have an A-Wing escort it. Often, the enemies will hone in on the Y-Wing because it's a nice, big, slow target and leave themselves open for an A-Wing to sweep in and wipe them out. Working together is a definite advantage. If everyone gets into one-on-one dogfights, you'll all just end up in a bunch of two-man endless circular fights.
- The A-Wing is a super-fast, super-maneuverable rapid-fire ship (with tracking torpedoes). It may, at first, seem unfair, but remember that it is a very, very fragile ship. One good hit can take it out. The TIE Advanced is kind of the "A-Wing killer" due to its higher-power, center-mounted blaster cannons. The TIE Interceptor also is a good balance for the A-Wing since it too is maneuverable and fast.
- When going head-to-head with someone, you'll find you're both spraying blaster fire all around each other. One of you may be trying to get a missile lock. Generally, it isn't worth it to wait for the lock because, if the missile slightly misses and passes behind the enemy, it will probably lose the lock. Don't be afraid to fire off a dumb-fire missile in a head-on confrontation, it could really surprise the enemy when he doesn't see it until it's in his face.
- Remember to use the linked synchronous firing mode (the key you bound to "Use Item") when it suits your needs. If you have a good shot on your target, it's better to fire all of your cannons at once than one at a time. But if your target's moving a lot, you're better off firing them sequentially and hoping one of them hits as you track them. Note that your synchronous firing setting also applies to your missiles!
- Don't be afraid to use the asteroids to shake a pursuer. If you get good at navigating, you can cause the enemy to smash themselves to bits trying to pursue you (or, you may be able to lure them into a trap - get just out of sight, spin around and wait for them to show up and blast them!).

Spawning the Special Vehicles

The Asteroids Mod includes two special vehicles, the Lambda Shuttle and the Millennium Falcon (YT-1300). The creators of the mod feel that these powerful starships all too easily upset the careful balance of power between the Rebel fighters and the Imperial fighters, so they aren't used for normal Asteroids game play. We anticipate that other mapmakers will make maps that include these vehicles, such as a Millennium Falcon vs. a squadron of TIE fighters map. The Lambda Shuttle *is* part of the Siege Star Destroyer 2 map.

However, they were too cool to leave out altogether, so they can be spawned on *cheat-enabled* servers. After starting the game normally, type `"/devmap <mapname>"` or `"/rcon devmap <mapname>"` to start a map with cheats enabled. The Lambda Shuttle and Millennium Falcon are fairly large, so spawn them in an open space. In the console, type `"/npc spawn vehicle lambdashuttle"` to spawn the shuttle, or `"/npc spawn vehicle yt-1300"` to spawn the Falcon. You

might have to step back out of the way or go to spectator to allow it to spawn. Be warned that these vehicles may consider you to be hostile and start shooting, so "god" and "noclip" can be useful commands that will allow you to approach and board the special vehicles.

Server Setup and Administration

Asteroids Mod requires the patched 1.01 version (or later) of Star Wars® Jedi Knight®: Jedi Academy(tm). The patch is available [here](#).

Asteroids Mod is a unified distribution with files for both Windows and Linux servers.

If you are hosting a server for others to play on, it is strongly recommended that you use the Dedicated Server program, available for Windows [here](#), and for Linux [here](#). The Dedicated Server program is optimized for running a Star Wars® Jedi Knight®: Jedi Academy(tm) game server.

Our testing has shown the Asteroids Mod to be very CPU-intensive. Running it with several players on an older computer that is also running other programs will cause poor performance. It is definitely not recommended to try and play as a client on the same computer that is running the server. If possible, no other programs should be running or open on the computer acting as an Asteroids Mod server.

Two separate files are used to configure your Star Wars® Jedi Knight®: Jedi Academy(tm) Asteroids Mod server: **server.cfg** and **asteroids.cfg**. **server.cfg** is in your **base** folder and configures the general server variables such as the number of players, the maximum data rate, game time limits and frag limits, etc. **asteroids.cfg** is in the **asteroids** folder and it configures the Asteroids-specific game variables.

Here is a **sample server.cfg** file you can use as a template to create your own server.cfg file (simply create a new text file and rename it server.cfg):

```
// PUT THIS FILE IN YOUR BASE FOLDER AND ADD +exec server.cfg
// TO YOUR COMMAND LINE

// Admin Settings:
seta sv_hostname "^1Your_server's_name_goes_here"
seta g_motd "^3Your_greeting_goes_here!"
//seta rconpassword "your_rconpassword_goes_here"

// General Server Settings:
seta g_allowvote "0" //0 to disable voting, 1 to enable voting
seta g_filterBan "1" //1 allows players to be banned from the server
seta g_forceRegenTime "200" //this default setting is recommended
seta g_forcepowerDisable "163839" //disables most Force powers
seta g_friendlyFire "0" //IMPORTANT: 1 means your weapons can damage teammates
seta g_gametype "6" //IMPORTANT: this must be 6 for Asteroids Mod
seta g_inactivity "300" //kicks off idle players after 300 seconds
seta g_logClientInfo "1" //some player information will be recorded in the log
seta g_log "asteroids.log" //the filename of the log file
seta g_locationBasedDamage "0" //damage depends upon what is hit
seta g_maxForceRank "0" //7 is Jedi Master Force points (100)
seta g_needpass "0" //If this is 1, players need to enter a password to join
//seta g_password "yourpassword" //remove the leading // to activate
//seta g_saberdamagescale "0" //can be to make sabers harmless if friendly fire is on
```

```

seta g_teamAutoJoin "0" //If 1, new players are automatically placed on a team
seta g_teamForceBalance "0" //0 allows unbalanced teams, 1 is recommended
seta g_weaponDisable "16" //disables the pistol

seta sv_maxclients 8 //if this is >16, only 16 can play, the rest must spectate
seta g_maxGameClients 16 //IMPORTANT: this must be 16 or less
seta sv_maxRate 4000 //see information below about this cvar

seta sv_maxping "500" //only clients with pings lower than this can connect
seta sv_reconnectlimit "5" //number of times a client can attempt to connect
seta sv_zombietime "10" //seconds before a disconnected client is dropped
seta sv_pure "1" //1 prevents some cheats but also use of skins and other files
seta sv_allowDownload "0" //0 means the server won't try to send files to the client
seta sv_allowAnonymous "0" //0 prevents players joining anonymously
seta sv_timeout "200" //seconds before a client attempting to connect is dropped
seta sv_PrivateClients "0" //reserves and subtracts this # of slots from public slots
seta sv_PrivatePassword "" //the password to access reserved private slots

//These are the master servers to which your server will send "heartbeats"
seta sv_master1 "masterjk3.ravensoft.com"
seta sv_master2 "qtracker.com"
seta sv_master3 "63.146.124.53"
seta sv_master4 "204.97.248.90"
seta sv_master5 "clanservers.net"
seta sv_master6 "master0.gamespy.com"

seta fraglimit "200" //a team wins if they score this before time runs out
seta timelimit "20" //minutes that each map runs
seta logfile "1" //generates the logfile named by g_log above

exec asteroids.cfg //runs the asteroids.cfg file

//put // in front of the map rotation lines of the rotation that you don't want to use,
//remove // from in front of the map rotation lines of the rotation that you want to use

//////////map rotation with Siege Destroyer2//////////
//set a1 "map mp/asteroids;set nextmap vstr a2"
//set a2 "map mp/asteroids2;set g_gametype 7;set nextmap vstr a3"
//set a3 "map mp/siege_destroyer2;set nextmap vstr a4"
//set a4 "map mp/siege_destroyer2;set g_gametype 6;wait;vstr a1"
//vstr a1
//////////

//////////map rotation without Siege Destroyer2//////////
seta g_autoMapCycle "1" //necessary if you don't use a custom rotation
map mp/asteroids
//////////

//end of server.cfg

```

A few of the cvars deserve special mention:

g_gametype 6 Asteroids must be played as Team Free For All (gametype 6).

g_maxgameclients 16 There is a maximum of 16 ships, so only 16 can play.

g_friendlyfire 1 Setting this to 1 means all weapons can damage anyone, even other team members. This is more "realistic" since a turbolaser or concussion missile can't identify friend from foe. It makes the game more challenging and realistic because players can't simply fire at a group, since they might kill their own teammates as well as the enemy. If you disagree, set g_friendlyfire "0" and your laser blasts will miraculously know to not damage your teammates.

The disadvantage of realistic friendly fire is that a few idiots will intentionally kill their own team members (team killing). The Asteroids Mod creators have anticipated this problem and have devised a means to deal with it, as you will see. You can disable the pistol with g_weapondisable "16" and make lightsabers do no damage with g_saberdamagescale "0".

sv_maxrate and **sv_maxclients** These two settings are interdependent. Generally, a faster data rate can mean less lag up to a certain point, but the faster the rate, generally the fewer players you can host.

Think of clients as hungry people and data as food. For a given amount of food, the more people there are, the less each one will eat. Or, again for a given amount of food, the more food you give people, the fewer people you can feed. Your server's upload bandwidth, sv_maxclients, and sv_maxrate are related the same way. For a given upload bandwidth, the faster sv_maxrate is, the fewer clients (players) you can serve. This is usually only an issue when trying to host a server at home with a residential DSL or cable Internet connection. Server hosting companies have access to much more bandwidth and can host dozens of players at a high sv_maxrate.

Many residential DSL and cable connections have an upload bandwidth of 256kbps (256,000 bits per second) so we will use that as an example. The formula is:

Upload bandwidth (bps) = sv_maxclients x sv_maxrate x 8

sv_maxrate = upload bandwidth (bps) ÷ sv_maxclients ÷ 8

sv_maxclients = upload bandwidth (bps) ÷ sv_maxrate ÷ 8

If you wanted to host 8 players over the Internet with a 256kbps connection,

$256,000 \div 8 \div 8 = 4000$ sv_maxrate. If you host 4 players (sv_maxclients 4) you can double sv_maxrate ($256,000 \div 4 \div 8 = 8000$).

sv_maxrate 4000 is the minimum rate for decent performance.

Creating a server

The Asteroids Mod includes a file called asteroids_ded.bat that should be in your **GameData** folder. Double-clicking that file will start a dedicated server using the retail Star Wars® Jedi Knight®: Jedi Academy(tm) game.

If you are using the Dedicated Server program to run a server, you can edit that file or create a new one that contains this command line:

```
jamped.exe +set fs_game asteroids +set g_gametype 6 +set g_maxgameclients 16 +exec server.cfg
```

Server Administration

Asteroids Mod uses the standard built-in Quake III\Jedi Academy commands of rcon: status, kick, clientkick, addip, removeip, and listip. In addition, it has added features to make it easier to use those commands and to automatically kick or ban players who self-kill or team-kill excessively (as defined by the server administrator).

Asteroids has automatic logging of client IP addresses to make it possible to ban players who are not currently on the server. The server log file (games.log or asteroids.log) is created in the asteroids folder. The IP address of all players who connect to the server are logged in this file with this format:

```
323:25 ClientConnect: 4
323:25 ClientUserinfoChanged: 4 n\{^1JE^7}S;lent^1.^7Storm\t\3\model\shadowtrooper/red\c1
323:25 {^1JE^7}S;lent^1.^7Storm connected with IP: 12.34.567.890:29070
323:30 ClientConnect: 5
323:30 ClientUserinfoChanged: 5 n\^7{^1JE^7}^1S^2i^3n^4n^6a\t\3\model\jan/default
323:30 ^7{^1JE^7}^1S^2i^3n^4n^6a connected with IP: 22.333.444.666:-914
```

If a player who you want to ban disconnects before you can get their IP address, or if you receive a complaint about a player misbehaving when you are not present on the server, you can review the log file later and use /rcon addip <IP address> to ban the player.

Jedi Academy and other Quake III engine based games can normally hold only 15-20 banned IP addresses. Asteroids Mod has an expanded external banned IP address file that can hold up to 1,024 banned IP addresses. Use addip and removeip to add or remove IP addresses from the banned IP address list as usual.

If g_friendlyfire is 1 (on), some players will create a problem by intentionally killing their own team members, also known as team-killing (TK). Asteroids Mod can automatically kick or ban team-killers. This feature is controlled by two cvars in the asteroids.cfg file.

```
seta g_autoKickTKSpammers "10"
```

```
seta g_autoBanTKSpammers "0"
```

These cvars determine how many times a player can kill their own team members before they are automatically either kicked or banned. Decide if you want to kick or ban team killers, then set the appropriate cvar to the number of times they can kill their own team members (either accidentally or intentionally) per session before they are automatically removed from the game. They will receive a warning each time they kill a team member before they are removed. Setting both cvars to "0" means players will not be removed for team killing.

If someone kills himself (self-kill), it lowers that person's team's score by 1 (-1 point). Some foolish players ("noobs") think it is funny or clever to switch teams, kill themselves repeatedly to lower that team's score ("suicide running"), then switch back to their original team. **Asteroids Mod can automatically kick or ban "suicide runners"**. This feature is controlled by two cvars in the asteroids.cfg file:

```
seta g_autoKickKillSpammers "3"
```

```
seta g_autoBanKillSpammers "0"
```

These cvars determine how many times a player can use /kill to suicide before they are automatically either kicked or banned. Decide if you want to kick or ban suicide runners, then set the appropriate cvar to the number of times they can use /kill per session before they are automatically removed from the game. They will receive a warning each time they use /kill before they are removed. Setting both cvars to "0" means players will not be removed for using /kill.

General voting on the server should be disabled (g_allowvote "0") to prevent problems caused by inappropriate voting (for instance, to change the gametype), but **team members can vote to kick other team members** (only). To kick a bothersome teammate, go to the in-game menu (Esc), select "Call Vote" and you'll see a list of vote options. The last one is "Kick Ally". Select that and pick the troublemaker from the list and hit "Okay". If a majority of your teammates vote "Yes", the offending player will be kicked. You cannot use this in non-team games or if you're a spectator, and you cannot use it to kick people on the other team. You can also use the console command "/callteamvote kick playername" where playername is the name of the team member being voted on. Only other members of the same team can vote. This feature is controlled by this cvar in the asteroids.cfg file:

```
seta g_allowTeamVote "1"
```

Credits

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