

= Star Wars Battlefront : Renegade Squadron =

Star Wars Battlefront : Renegade Squadron is the third entry in the Star Wars : Battlefront series of video games , first released on October 9 , 2007 in North America and later in Australia and Europe . The game was designed as a PlayStation Portable ( PSP ) exclusive and features the eponymous Rebel Alliance covert ops unit Renegade Squadron , previously unmentioned in Star Wars canon . Renegade Squadron was one of the first games available in a bundle pack with the newly released PSP redesign .

The single @-@ player campaign follows the exploits of Renegade Squadron from its inception by Han Solo throughout its operational history , until its dissolution after the Battle of Endor . During play the Renegades participate in several battles , including those of Yavin and Hoth . The game also features several types of multiplayer modes . In contrast with previous titles in the series that require characters to have a set class , players in Renegade Squadron are able to build their character as they see fit .

Renegade Squadron received a mixed reaction from the video gaming community . The game was considered superior to its predecessor ( the PSP version of Star Wars : Battlefront II ) and it was praised for its customization options and online play , but the single @-@ player campaign was criticized for being brief and shallow . Opinions on the graphics were mixed , and the controls were generally described as inadequate .

= = Gameplay = =

The overall structure of Renegade Squadron is similar to other games in the Battlefront series in that it is a war game played primarily from a third @-@ person view . Battles take place on the ground and in space and require the player to capture command posts , specific areas of territory represented by floating icons on the playing field and colored dots on the player 's heads @-@ up display . Each map has a set number of command posts , and it is beneficial for the player to occupy as many as possible ( space battles use a modified command post system ) . Each side has a set number of reinforcement tickets at the beginning of the battle ? any time a soldier dies , that team loses one ticket when that soldier respawns . To win a match , a player must capture every command post or reduce their opponent 's ticket count to zero .

At the ending of each mission , every time the character respawns , and when at a command post , it is possible for the player to adjust their character 's weapons , appearance , and other traits to their liking . The player gets 100 credits to purchase weapons and equipment for their character . In previous games in the series , players chose a character 's class before battle from a list of pre @-@ made options , such as pilot or other regular infantry units . Each class had a specific combination of weapons and equipment . Before Renegade Squadron 's release , LucasArts stated that the customization engine would allow millions of different character combinations . Another new feature allows players to enter asteroid bases on some space maps . In addition , players can earn medals by achieving set objectives , such as destroying a certain number of spaceships .

= = = Single @-@ player = = =

There are three options for single play : the campaign , instant action , and galactic conquest . During the story campaign , the player takes control of Renegade Squadron , under the command of Col Serra and occasionally Han Solo . Serra describes the formation of the unit in the beginning cutscene of the campaign ; the player then starts a series of missions with a range of different objectives , with voiced cutscenes in a static , comic book style between the missions to provide background information and move the story along . The final mission features the Battle of Endor , where the objectives are similar to the corresponding footage in Return of the Jedi .

With instant action , players are able to take part in battles against computer @-@ controlled opponents . There are four types of missions . Conquest is the Battlefront standard and pits two opposing forces against each other on a space or ground map , with the objective of controlling all of

the command posts on the map , or defeating every member of the opposing force . There are also three variants of capture the flag , including a new mode called Hero flag , whereby players are permitted to control famous Star Wars characters during standard flag battles by physically carrying their team 's flag . These heroes span the Clone Wars and Civil War periods and include Asajj Ventress , Jango Fett , and Kit Fisto .

A holdover from previous Battlefront games , galactic conquest is played as a type of turn @-@ based board game with segmented turns , similar to Risk . The board is a simplified representation of the Star Wars galaxy , with four quadrants containing several planets each . The player and the AI opponent each start with several planets ( including a headquarters planet which has more reinforcements ) , which generate revenue each turn in the form of galactic credits . Credits are used to purchase reinforcements and hire special commanders , who are leaders like Admiral Ackbar and Tarkin . During each turn , a player is allowed to move reinforcements around their controlled planets and attack opponent @-@ controlled planets . Attacking a planet initiates either a ground or space battle , which can be fought manually or automatically . The player wins by conquering all of their opponent 's planets .

= = = Multiplayer = = =

In addition to the single @-@ player story missions , Renegade Squadron allows up to 16 players to compete via the PSP 's infrastructure mode , which is a wi @-@ fi internet connection . It can also support eight @-@ person matches with ad @-@ hoc , which is a local connectivity option for players in close physical proximity . The multiplayer game types are limited to conquest and capture the flag . A GameSpy network account is required to play using infrastructure , and offers players a rankings system so they can track their performance .

= = Plot = =

Renegade Squadron takes place during the second chronological trilogy of the Star Wars films , mostly during and in @-@ between The Empire Strikes Back and Return of the Jedi . Some time after the events of the Galactic Civil War as portrayed in Return of the Jedi , the New Jedi Order is formed by Luke Skywalker . The game begins with Tionne Solusar , the New Jedi Order 's chief historian , researching the forces of the Rebel Alliance during the Galactic Civil War . Tionne finds several vague references to a " Renegade Squadron " and its commander , Col Serra , who were apparently involved in covert ops missions during the war . Tionne manages to contact Serra and he candidly relates the entire history of the unit . The single @-@ player campaign follows the major exploits of Renegade Squadron throughout the war , as told in flashbacks by Serra to Tionne .

Renegade Squadron was formed shortly before the Battle of Yavin at the request of Han Solo and General Jan Dodonna , who were looking for experienced warriors that required no additional training . Solo contacted one of his former smuggling associates , Col Serra , and asked him to help . Serra agreed to Solo 's request and put together a unit of mercenaries , bounty hunters , smugglers , and other Fringe types that would work behind @-@ the @-@ scenes to further the goals of the Alliance . All of the members of the aptly named Renegade Squadron were wanted by the Empire and generally harbored an intense hatred for it , ensuring that they would remain loyal to the Alliance .

Under Serra 's command , the unit was responsible for several operations undertaken for the Alliance throughout the war . The unit operated in secrecy and was able to work anonymously at several major incidents , including the battles of Yavin , Hoth , and Endor . The unit was made up of skilled pilots in addition to ground operatives , and so was able to assist in missions both in @-@ space and planetside . The unit was considered elite by the Alliance , and despite its anonymity , took part in several high @-@ profile battles against Imperial luminaries , including IG @-@ 88 and Darth Vader . After the Battle of Endor , the squadron was disbanded , its purpose fulfilled . Its surviving members disappeared , many of them returning to their former criminal roots .

= = Development = =

LucasArts announced Renegade Squadron in May 2007 . The announcement stated that the game would be the only original Battlefront game of 2007 , and it was to be developed by British @-@ based independent game design company Rebellion Developments . Despite having never worked on a Star Wars game , Rebellion had prior development experience with other PlayStation Portable titles , such as a port of the third @-@ person shooter game Gun .

The game 's developers made it clear that it was being designed specifically for the PSP . LucasArts made this decision after Rebellion convinced them that the PSP 's multiplayer capabilities were well @-@ suited to another Battlefront game , in addition to the strong sales of Battlefront II on the PSP . The game 's lead designer , Mike Hosser , stated that the development team tried to retain some aspects of Battlefront II , specifically its " fast and furious action " . Other elements borrowed from Battlefront II included the controls ? LucasArts solicited feedback from players of the previous game and subsequently decided to make Renegade Squadron 's controls more " arcadey " so players could learn them faster . After screenshots of the game were released , several forum posts from fans complained about the game 's visuals compared to its predecessor . In response , Hosser claimed that Renegade Squadron " boasts a longer view distance , higher resolution textures and better lighting " .

The design team stated repeatedly that the focus of Renegade Squadron was its customization system . There were initially concerns in Rebellion that the feature would lead to unbalanced gameplay ; lead programmer Richard May stated he was " worried it might lead to uber @-@ classes and be a balancing nightmare , losing some of the trade @-@ off structure that the old class system provided . " Prolific testing of the game eventually assured LucasArts that the system had been implemented appropriately .

The game 's setting was based primarily on the Clone Wars and Civil War eras of Star Wars history . Rebellion took inspiration for several missions from comments made in passing from the Star Wars films . Hosser stated in an interview , " For instance , a diversionary attack on Sullust is mentioned during a conversation between Vader and the Emperor in Return of the Jedi . In Renegade Squadron , you 'll get to take part in that attack . " The planet of Boz Pity was similarly mentioned in Star Wars : Episode III ? Revenge of the Sith but wasn 't portrayed in the movie , so Renegade Squadron 's artists took the opportunity to create the planet based on ancient Cambodian architecture like Angkor Wat . Concept art for the game was provided by Rebellion 's comic artists , and the cutscenes were based on the company 's comic properties like 2000 AD . While storyboarding the in @-@ game cinematics , Rebellion assistant producer James Valls was careful to ensure that Renegade Squadron was in accordance with established Star Wars canon .

= = = Release = = =

Renegade Squadron was featured at the LucasArts booth at Comic @-@ Con 2007 as part of the " 25 Years of LucasArts Games " display , along with other upcoming games like Lego Indiana Jones : The Original Adventures and The Force Unleashed . The game was released on October 9 , 2007 in North America , and on October 10 and 12 in Australia and Europe respectively . LucasArt 's official launch event was at the Sony PlayStation Store in the Metreon shopping center in San Francisco . Star Wars fans attended in costume , including the 501st Squadron , a large Star Wars cosplaying fanclub . Attendees were eligible to win several prizes . In addition , the first 200 customers to purchase Sony 's new Star Wars PSP bundle were given a Han Solo @-@ in @-@ carbonite case for their PSP . The bundle was announced in July 2007 as the second available PSP @-@ 2000 bundle ( after Daxter ) and titled the Star Wars Battlefront PSP Entertainment Pack . Bundled PSPs were presented in a white case with a black silkscreen of Darth Vader on the battery cover , in addition to the copy of Renegade Squadron .

LucasArts and Rebellion have discussed downloadable content for Renegade Squadron , but were not strongly invested in exploring the prospect during the game 's development . LucasArts has also stated that issues with Sony have hindered its implementation . Rebellion has considered the

possibility of a comic book or novel based on Renegade Squadron .

= = Reception = =

Critical reception of the game was mixed , and as of March 2009 it holds a score of 73 % on media aggregator site Metacritic , which indicates " mixed or average reviews . " Reviewers praised the game 's customization options and multiplayer , and it was accepted as marginally superior to Battlefront II on PSP , though one reviewer stated " it 's not a true sequel . " The game won the Reader 's PSP Game of the Month Award from IGN for October 2007 , with one fan stating that the game was more " Star Wars @-@ like " than its predecessor . It was the second best @-@ selling PSP game in the US the week of its release and was still among the list of GameFly 's most @-@ rented PSP games in December 2007 . It continued to be a top seller in the US and UK several months after its release . The game was later re @-@ released as a Greatest Hits title , indicating that it had sold at least 250 @,@ 000 copies .

Comments about Renegade Squadron 's controls were mostly negative , and they were typically described as clumsy or sluggish . GameZone referred to the space dogfights as " unplayable " and Eurogamer called the lock @-@ on feature " a waste of time " . One reviewer complained about the PSP 's lack of a second analog nub . Despite the criticism , a few reviewers were more favorable towards the controls , with GameSpot noting that they were an improvement over Battlefront II .

Reviewers were polarized on the game 's graphics . The cutscenes during the single @-@ player campaign were accepted positively , but reception of the in @-@ game visuals was less glowing . GamePro stated that the " character and vehicle models look great " , but the visuals were also described as " blah " and " substandard . " GameDaily said " the graphics look good but there 's a lack of polish . "

Though the single @-@ player campaign was criticized for being short , Renegade Squadron 's multiplayer was widely praised . GameSpot noted that the game included an infrastructure mode , a feature which Battlefront II did not have , and GameZone commented that the game ran smoothly in multiplayer even when handling the maximum number of players . GameSpy described the multiplayer as " fantastic , " and GamesRadar said that it promised hours of satisfaction . Many reviewers said that the multiplayer was the most important part of the game , with some of the less positive reviews advising players to play the game primarily for the multiplayer experience .