

## Rebel Theme Park Walkthrough

by *nebaf*

Part of this walkthrough can also be found in my [GCW FAQ and Guide](#). Please notify me via PM or reply here if you discover any errors, or find a particular part confusing.

If you're stuck or having trouble finding a particular NPC/Item, click here: [Important Rebel Theme Park Waypoints and Rewards](#)

**Note: You must be Combatant or SF to start or complete any of the Rebel Themepark Missions.**

**Warning:** This is a detailed walkthrough of the entire Rebel Theme Park and thus contains lots of spoilers.

A few hints/tips before you get started:

- ? It's a trap! Be mindful when activating terminals, investigating various objects, or committing acts of sabotage. You'll never know who might be lurking nearby.
- ? Make use of camps with shuttleport beacons by placing them near mission turn in locations, and even mission related dungeons to make travel fast for you and your friends.
- ? If you're skilled, and I mean really skilled, these quests can be done solo. However, I strongly recommend bringing at least one or two friends for most of the missions.
- ? To find objects easily, be sure to have "Show all item names" under Misc in your options selected.

### 1. Medical Supplies

**Mission Description:** Restock the medical supplies for the guard posts on the outer perimeter of the Rebel Base.

This mission requires no combat, and takes about 5 minutes to complete. First go to the medical center and retrieve the medical supplies (-6518, 6004). Once you retrieve the supplies via the radial menu, the mission will update.

Next proceed to the guard posts and restock the supplies. There will be 3 'a field medical supply kits' within close proximity to each other. Their waypoints are the following:

- ? First Guard Post: -6527, 5909
- ? Second Guard Post: -6483, 5914
- ? Third Guard Post: -6567, 5946

Finally, talk to the "Rebel Guard Captain" at -6435, 6032 to restock the final guard post.

Return to C-3P0 and claim your reward.

**Reward:** GCW Points and 425 Experience

## 2. The Spy's Contact List [Group] - Level 85

**Mission Description:** One of the Rebel Spies operating on Naboo has been captured by the Empire. Travel to Naboo and recover his contact list before the Imperial troopers have a chance to find it.

Upon traveling to Naboo you will receive the waypoint to the location of the contact list (-3864, -5270). The contact list is located at the very bottom of the small base. It is possible to solo this mission, but you will most likely want to bring a friend.

Once you arrive at the base, you will see a small bunker guarded by 4 level 50 non elite Storm troopers. Don't be fooled, inside you'll find level 84 elites. The base has the same layout as a detachment headquarters. Most of the NPC's can be single pulled, with the exception of the last two pairs, which we provide a bit of a challenge.

At the far end of the last room there is a green data disk. Using the radial menu retrieve the contact list from the 'data disk'.

Once you retrieve the contact list the mission will update and you will need to travel to Moenia to deliver it to Bertos Goodner. He can be found in front of the Moenia Starport at 4803, -4698.

Return to C-3P0 and claim your reward.

**Reward:** 112,160 Experience, Forest Camouflage Armor Left Bicep and GCW Points.

After finishing the two missions for C-3P0 you will be sent to Qual'do Herm. You can find him in the medical center inside the Rebel Hideout at -6513, 6003.

## 3. The Ithorian Scientist [Group] Level 85

**Mission Description:** An Ithorian Scientist has information about an Imperial project underway on Corellia.

First you need to converse with the Ithorian scientist T'licl Zantedi (-1802, -1171).

Once you finish conversing with him, your quest will update and you will need to head into the nearby base to retrieve 3 items: The Design Overview, the Development Notes, and a Sample of the compound.

Like the last mission, the base is filled with level 84 (and the occasional 85) elites. Fortunately, they are fairly spread out and it should be fairly easy to single pull them. It is possible to solo this mission, although bringing a friend is definitely recommended.

The Design Overview can be obtained from 'an Imperial datadisk' located at -1794, -1184. The Development Notes can be found in 'a notebook' located at -1922, -1171. The Sample of the Compound can be found at -1889, -1125 in a jar named 'an unknown compound'.

Once all 3 items are retrieved, return to Qual'do Herm for your reward.

**Reward:** 112,160 Experience, Forest Camouflage Armor Right Bicep and GCW points.

Talk to Wedge Antilles for your next mission. He can be found in the room opposite C-3P0 at -6490, 6005.

#### **4. Stolen Starships [Group] Level 86**

**Mission Description:** Your assignment is to find out what the Empire has done with some starships they took hold of from the Rebel Alliance. Port to Bela Vista Shuttle B. On the right hand side of the hotel adjacent to the shuttle you will see two Imperial NPCs, an Imperial Sergeant Major (CL 19) and an Imperial Staff Sergeant (CL 17). Walk over to where they are standing. You should complete the first part of the mission at the following location: 6906, -5596. For the next part of the mission proceed to the Imperial Base with the Stolen X-WINGS (3749, -4022). There are 3 terminals inside the base you need to plant explosives on. Most of the NPCs are spawned in pairs, so unless you're really good and pulling you'll want to bring at least one friend. The security terminals are located at the following places:

- ? Security Terminal #1: 3744, -4100
- ? Security Terminal #2: 3641, -3815
- ? Security Terminal #3: 3559, -3913

Once all 3 terminals have been destroyed return to Wedge Antilles.

**Reward:** 116,190 Experience, GCW Points and a Forest Camouflage Left Bracer

Talk to Leia Organa for your next mission. She can be found on the second floor at -6507, 5966.

#### **5. Officer Defection [Group] Level 86**

**Description:** Help an Imperial officer defect to the Rebellion by clearing the way for him to get out of Bela Vistal

As with the last mission take the shuttleport to Bela Vistal Shuttle B. The Lambda Shuttles are guarded by 2 level 85 elites, and 1 level 86 elite. Fortunately the NPCs are spread out so you should have no problem single pulling them. The communication arrays as well as the shuttle guard post are another story. The communication arrays are guarded by a level 85 elite and a level 86 elite, which unfortunately are standing within 3 meters of each other. Single pulling them will be very difficult, but is doable. The shuttle port guard post has 3 level 86 elite storm trooper guards. Again single pulling them will be very difficult. The locations of the mission objectives are as follows:

- ? Lambda Shuttle #1: 6838, -5613
- ? Lambda Shuttle #2: 6842, -5814
- ? Communication Array #1: 6692, -5574
- ? Communication Array #2: 6795, -5700
- ? Communication Array #3: 6709, -5813
- ? Shuttleport Guard Post: 6646, -5935

**Reward:** GCW Points and 116,190 Experience  
Talk to Leia Organa for your next mission.

### **6. Using the Security Codes [Group] Level 86**

**Description:** The Imperial Officer that defected provided the Rebellion with some Imperial security codes for this section of space. You are to travel to Talus and give the Imperial security codes to a Bothan SpyNet operative. After that, you will use the codes to infiltrate an Imperial command post and download all Imperial data stored there.

Port to Dearic and deliver to codes to Erisi Plmary who is located about 200 meters outside the star port at 433, -3041. Next you will need to head to an Imperial Command post (-2466, 3849).

The Command Post is surrounded by plenty of level 85 elite storm troopers. Fortunately, the database where you download the Imperial Plans is located right inside the main building. After clearing the entrance, go inside, take a left, and another left and you should be inside an empty room on the corner of the building, which has the database terminal. You can download the plans from ' an Imperial database system' (2428, 3739).

**Reward:** 116,190 Experience and GCW points  
Talk to Leia Organa for your next mission.

### **7. Selonian Advocate Murdered [Group] Level 86**

**Description:** It's bad enough that the Empire has murdered a Selonian advocate, Nomi, who supported the Rebel Alliance, but they also mean to make it look as if the Rebels were to blame for her death. Make certain that the Empire is properly help responsible.

This should be a relatively quick and painless mission. Port into Nashal, and take a left once you get outside the starport. Head towards the cantina, you should two level 85 elite Imperial Storm troopers near the river. Once you kill them, you should have no problem completing the mission objectives. Nomi's body can be found at 4267, 5264. There will be a Rebel Assault armor helmet right next to the body, switch it for a Stormtrooper helmet. That's it, head back to Leia Organa and claim your reward.

**Reward:** Rebel Assault Forest Camouflage Armor Leggings, 83,915 Experience and GCW points.

And that's it for Coriella. Next you'll need to travel to Lok to meet with Nien Nunb, who can be found inside the cantina located in Nym's Stronghold at

476, 5075.

### **8. Helping Nien Nunb [Group] Level 87**

**Description:** Help Nien Nunb by recovering some parts for his linguistic decoder and by getting rid of a bounty hunter who is pursuing a personal vendetta against him.

Head to the Known Canyon Corsair Encampment at 1901, -2227. Once you arrive, you'll find plenty of level 88 and 89 elite Canyon Corsair NPCs.

Keep killing them until you get all 8 decoder parts. It won't "drop" every single time, so you'll probably have to kill somewhere between 10 and 15 until you get all 8 parts.

Once you have retrieved the 8 Linguistic Decoder Parts, the mission will update. You will need to track down and eliminate the bounty hunter after Nien. He can be found at the Kimogila Town POI at -70 2728. The bounty hunter is a level 89 elite; you shouldn't have too much trouble fighting him. Once you slay him, head back to Nien to claim your reward.

**Reward:** Rebel Assault Forest Camouflage Armor Right Bracer, 120,350 Experience and GCW points.

Talk to Han Solo for your Next mission. He can be found in the room to the left of where Nien is sitting at 471, 5051.

### **9. Making Peace with Nym [Group] Level 87**

**Description:** Help Han Solo reconcile himself with Nym so that he can try to convince Nym to aid the Rebel Alliance. You will be given a waypoint to a location near the Blood Razor Camp. The actual camp can be found at -6483 3889. The six crates of munitions are spread throughout the camp, their locations are as follows:

- ? Crate of Munitions #1: -6514 3875
- ? Crate of Munitions #2: -6457 3884
- ? Crate of Munitions #3: -6430 3867
- ? Crate of Munitions #4: -6431 3857
- ? Crate of Munitions #5: -6468 3890
- ? Crate of Munitions #6: -6479 3892

Once you retrieve the six crates of munitions, its time to kill the Pirate Leader. He should be wandering around the camp at approximately -6465 3886. He's a double elite level 88 so you'll definitely be in for a tough fight. Once he's dead, the mission will update and you will need to head back to Nym's Stronghold to light a torch to signal the traitor. The torch can be found at 321, 4965. Once you ignite the torch, you have 2 seconds before a level 90 elite named Mahar spawns and attacks you. Once you kill him, return to Han Solo for your reward.

**Rewards:** GCW points and 120,350 Experience.

Han Solo will give you the next mission.

**10. The Imperial Base on Lok [Group] Level 87 Description:** Investigate and disrupt the Imperial Base on Lok

This is going to be a real tough mission. There's no shortage of Imperials and they spawn fast. Not to mention many of them are in groups or in close proximity to one another, so you're going to want to bring friends.

First, make your way around the base flipping the eight banners and disrupting the four power generators. They can be found at the following locations:

- ? Banner #1: -1820 -3050
- ? Banner #2: -1895 -3048
- ? Banner #3: -1900 -3078
- ? Banner #4: -1973 -2998
- ? Banner #5: -1956 -3076
- ? Banner #6: -1999 -3073
- ? Banner #7: -1970 -3149
- ? Banner #8: -1891 -3174
- ? Power Generator #1: -1907 -2984
- ? Power Generator #2: -1967 -3026
- ? Power Generator #3: -1942 -3093
- ? Power Generator #4: -1827 -3119

Next, head inside the main building and kill General Otto, who should be relatively easy to get to. Take a left at the entrance, then another left and you should see him inside the corner room at -1851 -3102. Be careful not to agro the Stormtroopers in the nearby rooms.

Once you get General Otto to about 10% health, he will say "Aaaah! Get away from me!!" and then should despawn. The mission should be complete. Head back to Han Solo to claim your reward.

**Rewards:** Rebel Assault Forest Camouflage Armor Boots, 120,350 Experience and GCW Points

And that's it for Lok. Next, travel to the Abandoned Rebel Base on Dantooine. Talk to Admiral Ackbar who is located inside the main building at -6812 5560.

**11. Meeting the Sympathizer [Group] Level 88**

**Description:** You are to meet with Lt. Amminius Goodner, an Imperial officer who wishes to aid the Rebel Alliance.

You will be given a waypoint to the meeting place located at -4088 5966.

Use the communication terminal to spawn Lt. Amminius. Start conversing with him. He will ask, "You that operative from the Rebel Alliance? Here to for Imperial secrets?" After you say yes, he will start attacking you. Kill him

and return to Ackbar.

**Reward:** 124,650 Experience and 469 GCW Points.  
Converse with Admiral Ackbar for your next mission

### **12. Transmission to Yavin IV [Group] Level 88**

**Description:** Activate and protect a communication array so that Admiral Ackbar can send a transmission to General Dodonna on Yavin IV. Make certain that the Empire does not disrupt that transmission.

Travel to the location provided (-7320, 3660) and activate the communication array. Once it's activated 2 level 88 elite imperial assault Stormtroopers will spawn. Once you kill them, 3 more will spawn. And once you kill them a level 88 elite imperial assault trooper and a level 90 elite named imperial officer will spawn. Kill them and the mission will be complete.

Return to Ackbar for your reward.

**Reward:** 124,650 Experience, Rebel Assault Forest Camouflage Armor Gloves and Schematic: Weaponsmith's Tool Set.

For your next mission, head upstairs and talk to Mon Mothma who is located at -6824, 5550

### **13. Haven't Given Up Dantooine Yet [Group] Level 89**

**Description:** Your assignment from Mon Mothma is to investigate a damaged Imperial Reconnaissance droid that was detected in the area. This is probably going to be probably the hardest mission of the Rebel Theme Park, so be sure to bring at least two friends.

The droid will be located at approximately 5475 5841. It will be guarded by an elite level 90 Stormtrooper and an elite level 88 Stormtrooper.

Once you investigate the droid the mission will update. Head the Imperial Bunker which is located at -5661 1949. The bunker is guarded by pairs of elite level 89 Stormtroopers, and the inside is full of elite level 89 and 90 Imperial NPCs. The three mission objectives are spread throughout the building, one on the top floor and two on the bottom floor.

Enter the bunker. At the first junction take a left, which should be a large room with an elevator opposite the hallway. Next, go down the hallway on the same side of the room as the hallway that you entered the elevator room from. Now make your way to the area with the six circular rooms. General Kehel Sinan is a level 89 elite and can be found at approximately -5749 2019 which should be one of the small circular rooms.

Now backtrack and go down the elevator. This part is going to be really tricky as multiple NPCs will attack at once, if you're not careful this may be as many as four elite level 90 Stormtroopers at once. Once you clear the way, take a left. Kill the wandering Stormtrooper. The assassin should now be all alone in the room. The assassin is a double elite level 90 named Barthis Belangus (-5758 1958).

Next, go back out to the main room and take another left. Inside the room to the right will be 5 NPCs including General Stromgald Rholar (-5652, 2009). You're going to want to kill the 2 NPCs at the end of the hallway first. Once they're dead you'll have a "safe area" to pull the 2 NPCs near the door. You should be able to single pull both Stormtroopers guarding the General, and then finish off the General.

Head back to Mon Mothma for your hard earned reward.

**Reward:** GCW Points, Rebel Assault Forest Camouflage Armor Helmet, Schematic: Spec-Ops Field Agent Pack and 129,095 experience.

For your next mission travel to Yavin IV and converse with General Jan Dodonna. He can be found outside the Temple of Exar Kun at 5072 5502.

#### **14. AT-ST Destruction [Group] Level 90**

**Description:** General Jan Dodoona has ordered you to destroy an AT-ST that is being repaired at a nearby Imperial encampment.

The AT-ST can be found about 1000 meters east at approximately 6471 5549. This mission looks easy, but looks can be deceiving. When you arrive you should see 3 level 90 elite Stormtroopers. Once you kill them, destroy the AT-ST. Immediately after you place the explosives a system message will appear: "As you plant the explosives on the AT-ST, you hear the sounds of some Stormtroopers returning to the camp".

Two elite level 89 Stormtroopers will spawn. After you kill them, two more elite level 89 Stormtroopers will spawn. And after you kill them 2 more elite level 89 Stormtroopers will spawn along with an elite level 90 Imperial Officer. Once you kill them, the mission will be completed.

Return to General Dodonna for your reward.

**Reward:** 129,095 Experience

#### **15. Bomb Squad [Group] Level 90**

**Description:** General Dodonna wants you to remove a squad of stormtroopers who have been providing Rebel targets for bombing runs by TIE bombs.

The squad of Stormtroopers can be found in front of The Temple of the Blueleaf at approximately -940 -2100. These Stormtroopers are elite level 91 NPCs. You should be able to single pull them with relative ease. The Stormtrooper squad leader can be found at approximately -938 -2125. He is an elite level 92 NPC. As with the others you should be able to pull him with relative ease.

Once you kill 6 Stormtroopers and the squad leader, return to General Dodonna for your reward.

**Reward:** GCW Points and 129,095 Experience

#### **16. Covering an X-Wing [Group] Level 90**

**Description:** Provide cover for an X-Wing that needs to take off. It must get to Dantooine with information for Admiral Ackbar.

You will be given a waypoint to the Decoy X-Wing which is located about 700 meters away at approximately 5851 5391. Once you give the pilot the signal to begin, an elite level 89 elite Stormtrooper along with an elite level 90 Stormtrooper. Once you kill them, two elite level 90 Stormtroopers will spawn as well as an elite level 92 Dark Trooper. Finally, 3 elite level 92 Dark Troopers will spawn. Soon as you kill them the mission will complete. Return to General Dodonna for your reward

**Reward:** GCW Points, 129,095 Experience and a Rebel Assault Forest Camouflage Armor Chest Plate

Talk to Luke Skywalker for your next mission. He can be found near the entrance of the Temple of Exar Kun at 5082, 5550.

### **17. A Force Crystal [Group] Level 90**

**Description:** Luke Skywalker wants you to retrieve a Force crystal form inside the Temple of Exar Kun.

Getting down to the force crystal shouldn't be too difficult as they are spread out. The NPCs are elite level 90 possessed Rebel troopers, but beware, they deathblow. Once you get to the force crystal which is located at 5052 5544, retrieve it. You will get the message, "Nothing happens at first, but you get the distinct feeling that you are being watched". That's your queue to move away from that force crystal as two level 90 elite possessed Rebel troopers will spawn.

Once you kill the first wave, 2 more elite level 90 possessed Rebel troopers will spawn. After you kill them, 3 more will spawn. Once the third spawn is killed, the mission will be complete.

**Reward:** GCW Points and 129,095 Experience

### **18. The Altar and the Crystal [Group] Level 90**

**Description:** There is a strange altar at the Woolamander Temple. Go there, place the force crystal from the Temple of Exar Kun on the altar, and observe what happens.

The altar can be found to the left of the main entrance of the Woolamander Temple at 501 -636. Place the crystal on the altar, and then immediately move away from it.

Two elite level 92 maddened Woolamanders will spawn. After you kill them, three elite level 92 wrathful Woolamanders will spawn. Finally, three more elite level 91 Woolamanders will spawn. Once they have been killed, a blue glowy Woolamander will appear near the altar. He won't have much to say. The mission should now be complete, return to Luke for your reward.

**Reward:** GCW Points and 129,095 Experience.

## 19. A Force for Good [Group] Level 90

**Description:** Luke is interested in the response of the Woolamanders to the Force. He thinks their reaction is due to the Sith Lords who had previously been on Yavin IV, and the dark Force energy that pervades the moon. In an effort to honor the Woolamanders and show that the force is not always used for darkness, Luke wants you to return to the Woolamander Temple and use the crystal to cure some infected planets there.

This is one of the easiest, if not the easiest missions. Return to the front of the Woolamander Temple. At the main entrance (514, -653) you should see a bunch sickly-looking plants. Heal them with the crystal. After healing six plants the mission is complete.

Return to Luke and claim your reward.

**Reward:** 129,095 Experience, Schematic: Modified Republic Blaster, GCW Points, Rebel Banner and the Rebel Theme Park Badge\*.

\*Note: You will only receive the badge if you haven't done the old Rebel Theme Park, if you did the old one you already have it.

That's it, you're done! :-D

### [Quelle](#)

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McNeel

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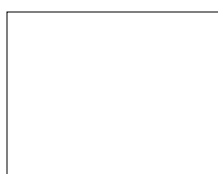
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**McNeel**



Registriert seit: 19.09.2005

**Important Rebel Theme Park Waypoints**

### 1. Medical Supplies

- ? C-3PO: (-6507, 5987)
- ? Medical Supplies: (-6518, 6004)
- ? First Guard Post: (-6527, 5909)
- ? Second Guard Post: (-6483, 5914)

Ort: Köln  
Beiträge: 2.011

**Ingame Name:**  
Ewro/McNeel  
**PA:**  
SCAP  
**Stadt:**  
Masoma  
**Faction:**  
Allianz/Alliierte



- ? Third Guard Post: (-6567, 5946)
- ? Fourth Guard Post: (-6435, 6032)

## **2. The Spy's Contact List [Group] - Level 85**

- ? Contact List: (-3669, -5278)
- ? Bertos Goodner: (4803, -4698)

## **3. The Ithorian Scientist [Group] Level 85**

- ? Qual'do Herm: (-6513, 6003)
- ? Ithorian scientist T'licl Zanedi: (-1802, -1171)
- ? Design Overview: (-1794, -1184)
- ? The Development Notes: (-1922, -1171)
- ? The Sample of the Compound: (-1889, -1125)

## **4. Stolen Starships [Group] Level 86**

- ? Wedge Antilles: (-6490, 6005)
- ? Imperial Officers: (6906, -5596)
- ? Imperial Base with the Stolen X-WINGS: (3749, -4022)
- ? Security Terminal #1: (3744, -4100)
- ? Security Terminal #2: (3641, -3815)
- ? Security Terminal #3: (3559, -3913)

## **5. Officer Defection [Group] Level 86**

- ? Leia Organa: (6507, 5966 Second Floor)
- ? Lambda Shuttle #1: (6838, -5613)
- ? Lambda Shuttle #2: (6842, -5814)
- ? Communication Array #1: (6692, -5574)
- ? Communication Array #2: (6795, -5700)
- ? Communication Array #3: (6709, -5813)
- ? Shuttleport Guard Post: (6646, -5935)

**6. Using the Security Codes [Group]  
Level 86**

- ? Bothan Spynet Operative: (433, -3041)
- ? Imperial Command Post: (-2466, 3849)
- ? Imperial Plans: (-2428, 3739)

**7. Selonian Advocate Murdered [Group]  
Level 86**

- ? Nomi's Body and Rebel Assault  
Armor Helmet: (4267, 5264)

**8. Helping Nien Nunb [Group] Level 87**

- ? Nien Nunb: (476, 5075)
- ? Known Canyon Corsair  
Encampment: (1901, -2227)
- ? Bounty Hunter: (-70, 2728)

**9. Making Peace with Nym [Group]  
Level 87**

- ? Han Solo: (471, 5051)
- ? Blood Razor Camp: (-6483, 3889)
- ? Crate of Munitions #1: (-6514, 3875)
- ? Crate of Munitions #2: (-6457, 3884)
- ? Crate of Munitions #3: (-6430, 3867)
- ? Crate of Munitions #4: (-6431, 3857)
- ? Crate of Munitions #5: (-6468, 3890)
- ? Crate of Munitions #6: (-6479, 3892)
- ? Pirate Leader: (-6465, 3886)
- ? Torch: (321, 4965)

**10. The Imperial Base on Lok [Group]  
Level 87**

- ? Banner #1: (-1820, -3050)

- ? Banner #2: (-1895, -3048)
- ? Banner #3: (-1900, -3078)
- ? Banner #4: (-1973, -2998)
- ? Banner #5: (-1956, -3076)
- ? Banner #6: (-1999, -3073)
- ? Banner #7: (-1970, -3149)
- ? Banner #8: (-1891, -3174)
- ? Power Generator #1: (-1907, -2984)
- ? Power Generator #2: (-1967, -3026)
- ? Power Generator #3: (-1942, -3093)
- ? Power Generator #4: (-1827, -3119)
- ? General Otto: (-1851, -3102)

**11. Meeting the Sympathizer [Group]  
Level 88**

- ? Admiral Ackbar: (-6812, 5560)
- ? Meeting Place: (-4088, 5966)

**12. Transmission to Yavin IV [Group]  
Level 88**

- ? Communication Array: (-7320, 3660)

**13. Haven't Given Up Dantooine Yet [Group] Level 89**

- ? Mon Mothma: (-6824, 5550 - Second Floor)
- ? Damage Imperial Reconnaissance Droid: (5475, 5841)
- ? Imperial Bunker: (-5661, 1949)
- ? General Kehel Sinan: (-5749, 2019 - Top Floor)
- ? Assassin (Barthis Belangus): (-5758 1958 - Bottom Floor)
- ? General Stromgald Rholar: (-5652, 2009 - Bottom Floor)

**14. AT-ST Destruction [Group] Level 90**

- ? General Jan Dodonna: (5072, 5502)
- ? Damaged AT-ST: (6471 5549)

**15. Bomb Squad [Group] Level 90**

- ? Stormtrooper Squad: (-940, -2100)
- ? Stormtrooper Squad Leader: (-938, -2125)

#### **16. Covering an X-Wing [Group] Level 90**

- ? Decoy X-Wing: (5851, 5391)

#### **17. A Force Crystal [Group] Level 90**

- ? Luke Skywalker: (5082, 5550)
- ? Force Crystal: (5052, 5544)

#### **18. The Altar and the Crystal [Group] Level 90**

- ? The Altar: (501, -636)

#### **19. A Force for Good [Group] Level 90**

- ? Location of Sickly-looking Plants: (514, -653)

#### **Complete List of RebelTheme Park Rewards**

- ? Total Amount of Experience: 1,921,800
- ? GCW Points: Will vary depending in your rank. Should be at least several thousand.
- ? Rebel Assault Forest Camouflage Armor Left Bicep
- ? Rebel Assault Forest Camouflage Armor Right Bicep
- ? Rebel Assault Forest Camouflage Armor Left Bracer
- ? Rebel Assault Forest Camouflage Armor Leggings
- ? Rebel Assault Forest Camouflage Armor Right Bracer
- ? Rebel Assault Forest Camouflage Armor Boots
- ? Rebel Assault Forest Camouflage

Armor Gloves

? Rebel Assault Forest Camouflage  
Armor Helmet

? Rebel Assault Forest Camouflage  
Armor Chest Plate

? Schematic: Weaponsmith's Tool Set.

? Schematic: Spec-Ops Field Agent  
Pack

? Schematic: Modified Republic  
Blaster

? Rebel Banner

? Rebel Theme Park Badge