

Star Wars Rogue Leader: Rogue Squadron II FAQ/Walkthrough

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Star Wars: Rogue Leader-Rogue Squadron II Star Wars Rogue Leader: Rogue Squadron

II

Walkthrough by: Invader Hera

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1. Introduction

I'm a lazy, lazy bum, so I copied this from the manual.

"Rebel pilots, report to duty! It's time to suit up, strap in, and fly off as a pilot in Rogue Squadron, the Alliance's most elite group of fighter pilots. When the mission is tough and the outlook is grim, Rogue Squadron is the team responsible for making sure the balance of power doesn't forever sway in favor of the Empire.

"With epic space battles that span the universe, Star Wars Rogue Squadron II: Rogue Leader takes you into the heart of Imperial, including into the trenches of the Death Star, near an Imperial Star Destroyer, and across Bespin's Cloud City. You'll also be asked to defend important Rebel convoys and outposts on planets such as Hoth.

"Flying alongside other Rogue Squadron members, it's up to you to act as their Rogue Leader and show the path to victory, one laser blast at a time. Good luck. May the Force be with you."

2. Controls

Control stick: move

C-stick: move camera

Control pad: give commands

A: shoot lasers

B: use secondary weapon (hold for ion cannon with B-wing and Y-wing)
L: go slower
R: with some ships, hold gently to speed up, press all the way for a speed boost
X: cockpit view
Y: targeting computer
Z: hold and use control stick to roll
Start: pause game

3. Walkthrough, Medals, and Tips

A. Tatooine Training

Ship: T-16 Skyhopper

Objectives

- Find all discovery items.
- Bullseye 20 womp rats in 30 seconds.
- Bullseye 40 womp rats in 30 seconds.
- Bullseye 60 womp rats in 30 seconds.
- Win the Beggar's Canyon and Tosche Station Races.

You have 20 minutes for this area, and there are 12 things you can learn by flying through those emblem things.

You can just go in a big circle and get all of these. Right from the start, you'll find Jabba's palace, and to the left of that is a bantha herd. Past here, there is a crashed TIE fighter in the town. To the right is another bantha herd, and past that and a little to the left is a dewback. Straight from it and a little to the right is a sandcrawler. Now go right and fly over kraayt dragon bones (a bonus item) and then another bantha herd.

Staright ahead at Beggar's Canyon is a dewback, and straight and a little left past that is a bantha herd. Past that and to the right is a sandcrawler, and to the right of that is a bantha herd. Now go staright a bit and then left. You'll see two little black dots. The closest is a dewback and the farther on is an escape pod (a bonus item). That is all.

Not far from the town, fly through the emblem thing then shoot the womp rats. You can get 60 on your first try. It is best to just use the ordinary laser.

Right near the womp rats, you can do the Tosche Station race. Just hold R the entire time and do a speed boost whenever you can, and as long as you follow the emblems, you'll win. Win twice, then, go to Beggar's Canyon for another race. Win both the Track 1 and Track 2 races. (You need to stay low in the canyon, or you'll lose.) Track 2 is easy, but it is easy to get lost in Track 1. Shortly after the beginning, go right or else you'll end up in a loop.

Then, go left and continue along that way. Later, you'll end up going perpendicular to another path. At that, go left to the end.

Need at End:

Items Found: 12

Lessons Learned:12

Beggar's Canyon Racing

Track 1: 0:50

Track 2: 0:40

Tosche Station Racing

Easy: 1:00

Hard: 0:57

Womp Rat Valley

Easy: 20

Medium: 40

Hard: 60

B. Death Star Attack

Ships: X-wing, Y-wing

Objectives

- Destroy all Deflection Towers.
- Destroy all TIE Fighters.
- Shoot Proton Torpedoes into the Exhaust Port.

First of all, destroy all ten deflection towers. You only need to use lasers. Then, you have to shoot some TIE Fighters for a little bit. Next is the harder part. You have a narrow area to fly through, and if you go too high, you'll die. Watch out for the little turret things in here. Later on, there are TIE Fighters behind you. Of course, you can just fly around like crazy to try and dodge them, but one time I did a speed boost and they all blew up. That was convenient. Later on, right before a wall, shoot some proton torpedoes at the bottom of the wall, and you should hopefully win.

Medals

		Bronze		
Silver	Gold			
Completion Time:		9:30	7:11	
6:05				
Enemies Destroyed:		21	52	
91				
Shot Accuracy:		11%	19%	
39%				
Friendlies Lost:		1	0	
0				
Lives Lost:		2	1	
0				
Targeting Computer Efficiency:		10%	40%	100%

Tips

Hitting the deflection towers is easy. At this time, you can also shoot those little towers on the Death Star to destroy more enemies. Then, when the TIE Fighters come, you can get more enemies by telling people to go after the guns, so you can kill every TIE yourself. In the trench, destroy as many of the little guns as you can. These will help you get medals pretty easily. (By the way, use the X-wing. How are you supposed to shoot proton torpedoes with the Y-wing anyway?)

C. Ison Corridor Ambush

Ships: X-wing, Y-wing, B-wing, A-wing, Millennium Falcon, Naboo Starfighter, Slave 1, TIE Advanced, Buick

Objectives

- Defend the transports against any remaining Imperial forces.
- The frigate Redemption must survive.

All you really do here is shoot TIE Fighters. Later on, you can use an A-Wing if you want by flying through the blue emblem. Also, later on, you'll be flying through a nebula, so the TIE Fighters will be harder to see. The targeting computer is helpful here. As long as you do well enough, you should complete the mission.

Medals

			Bronze
Silver	Gold		
Completion Time:		7:18	5:16
4:11			
Enemies Destroyed:		26	32
40			
Shot Accuracy:		3%	7%
19%			
Friendlies Lost:		4	3
2			
Lives Lost:		2	1
0			
Targeting Computer Efficiency:		10%	27%
			72%

Tips

This area just takes practice. Try not to use the targeting computer in the nebula too much.

D. Battle of Hoth

Ships: Airspeeder (can later trade for X-wing)

Objectives

- Defend Outpost Beta's Ion cannon from the approaching AT-ST's.
- Slow the advancing Imperial walkers.
- Defend the fleeing Rebel transports.

After a short time, you'll end up in an open area, where you have some AT-ST's to destroy (the small walkers). It's best to shoot them from behind because they can't shoot back. Once you destroy enough, there will be a cut scene, then, you'll have to destroy enough of the big walkers. To do this, fly near one and press B to hit its leg with a cable, then, fly around its legs until it falls over. (I think you have to hold B the whole time. If you have difficulty even grabbing onto its leg, you can just fly close and keep pressing B until it works.) Later on, we have more TIE Fighters to destroy. After you hit enough (and if you do it quickly enough), you'll win.

Medals

			Bronze
Silver	Gold		
Completion Time:		9:55	7:09
5:00			
Enemies Destroyed:		18	30
43			
Shot Accuracy:		17%	28%
53%			
Friendlies Lost:		32	27
22			
Lives Lost:		2	1
0			
Targeting Computer Efficiency:		15%	55%
			100%

Tips

Right at the beginning and after knocking down the AT-ATs, you'll fly through a more narrow area. In both of these, shoot the little black enemies. Also, when destroying the AT-STs, go far from them and then go very slow towards them. This way, you can destroy the entire group without having to turn around and try again and waste time. Also, as you go to destroy the AT-ATs, destroy AT-STs along the way. Last of all, at the very end, make sure

you switch the airspeeder with the X-wing, so it's easier to fly up farther and shoot the TIEs.

E. Prisons of the Maw

Ship: Y-wing

Objectives

- Disable 3 Shield Projectors before Imperial reinforcements arrive.
- Destroy all objectives marked by the prisoners.
- Escort the train to the platform.
- Escort the Imperial loader out.

Just fly forward and down a bit and you'll find the shield. (Watch out for TIE Fighters.) Anyway, at the shield are little things on it, and you can disable them by shooting them with your ion cannon (hold B). Once three are disabled, there will be a cut scene. In this place you'll fail if the train is destroyed. Watch out for the guard towers; they can kill you pretty quickly. Anyway, destroy the guard towers with proton bombs, then, past here are some more to destroy. After this are some big towers you need to destroy with proton bombs. (Watch out for the TIE Fighters and guard towers.) After here, destroy even more guard towers, then, protect the ship from TIE Fighters for a short time, and then, you will be done.

Medals

		Bronze
Silver	Gold	
Completion Time:	12:14	10:45
9:19		
Enemies Destroyed:	30	46
63		
Shot Accuracy:	11%	38%
75%		
Friendlys Lost:	5	3
2		
Lives Lost:	2	2
1		
Targeting Computer Efficiency:	10%	38%
		75%

Tips

I had most trouble on destroying enemies and on shot accuracy. It is very easy to beat this area within the time limit. But to get enough enemies, shoot a lot of those small walkers on the area you fly over after getting rid of the shield. Bombing them works, but to increase your shot accuracy, you can also shoot them. At the end, don't shoot the TIE Fighters, especially if you're not that good at it, like me. Fly towards them, and they'll fly away from the ship you're supposed to protect. My shot accuracy was higher when I didn't shoot at them.

F. Razor Rendezvous

Ships: X-wing, Y-wing, B-wing, A-wing, Millennium Falcon, Naboo Starfighter, Slave 1, TIE Advanced, Buick

Objectives

- Protect the Blockade Runner.
- Destroy the Imperial shield generators.
- Destroy the Imperial command deck.
- Protect the frigate Redemption.

First of all, you need to protect Redemption from some TIE Fighters.

Once you're told, you have to go and destroy those shield generators. There are a lot of guns and TIE Fighters around here, so be careful. Two of the shield generators are those round things sticking up on one end. Get behind them to avoid some of the lasers so you can shoot them. Proton bombs work very well on them. You may have to go protect Redemption again, but once you're done, you can return here and destroy the shield generator below the ship. (It's another round thing.) Last of all is the command deck. It is on the front of the thing that sticks up where the first two shield generators were. (That itsy bitsy rectangle in the middle.) Shoot it with a few proton bombs to destroy it, and you're done.

Medals

		Bronze	
Silver	Gold		
Completion Time:		4:30	2:58
1:19			
Enemies Destroyed:		10	10
10			
Shot Accuracy:		8%	20%
60%			
Friendlies Lost:		4	2
0			
Lives Lost:		2	2
1			
Targeting Computer Efficiency:		10%	50%
			85%

Tips

You should use the X-wing here. You should destroy a few TIE Fighters, of course, but also go right after the star destroyer, even when you're told to protect the Redemption. If you're about to die, use those proton torpedoes on the shield generators if you haven't already. Then, to get the command deck, either, use proton torpedoes if your aim is good or crash into it. You'll beat the area, and that last death won't count.

G. Vengeance on Kothlis

Ships: X-wing, Y-wing, B-wing, A-wing, Millennium Falcon, Naboo Starfighter, Slave 1, TIE Advanced, Buick

Objectives

- Protect the transport from the TIEs.
- Defend the commandos as they recapture the data.
- Destroy all AT-ATs.
- Destroy all AT-PTs.
- Bomb a hole in the Star Destroyer for the commandos.

Obviously, if that transport is destroyed, you'll lose, so protect it for a while from the TIEs. Once it lands, you will need to destroy three AT-ATs, so fly through the blue emblem to get a speeder. Once you've knocked down all of them, you have some AT-PTs to destroy. They come out of the water and are easily killed with proton bombs, so fly through another blue emblem to get a Y-Wing. Once you destroy those, use a lot of proton bombs on the part of the Star Destroyer that is closer to the beach. (Use the targeting computer, and you'll see it as a yellow area.) Eventually, you'll be able to destroy it. After a short time (which you can use getting rid of any remaining AT-PTs), you'll finish the area.

Medals

Bronze

Silver	Gold		
Completion Time:		13:00	11:30
9:55			
Enemies Destroyed:		45	75
100			
Shot Accuracy:		7%	14%
27%			
Friendlies Lost:		4	3
2			
Lives Lost:		2	1
0			
Targeting Computer Efficiency:		12%	42%
			85%

Tips

This area just takes practice, but a way to destroy more enemies is to destroy the guns on the star destroyer.

H. Imperial Academy Heist

Ship: Y-wing (can later trade it for the Imperial Shuttle)

Objectives

- Disable the Imperial sensors in the canyons.
- Steal an Imperial shuttle.
- Meet at Rendezvous Point.

First of all, you'll need to fly low in the canyon and shoot the sensors with your ion cannon. Once you get past them, you'll need to get past TIE Fighters. Just follow the orange thing on the radar, and you'll end up at a blue emblem. Fly through to use an Imperial ship (but first destroy the guns around it to make things easier), so fly in the direction the radar shows until you get to the right place and finish the area.

Medals

Silver	Gold		Bronze
Completion Time:		7:19	6:05
4:11			
Enemies Destroyed:		15	29
51			
Shot Accuracy:		7%	25%
49%			
Friendlies Lost:		0	0
0			
Lives Lost:		2	1
0			
Targeting Computer Efficiency:		15%	45%
			100%

Tips

This area is annoying when it comes to shooting enemies, so don't. I got a high enough shot accuracy and destroyed enough enemies by simply destroying all the TIE Fighters that were on the ground. There are some on platforms and many in the big, open area where the ship you steal is. Use lasers on them, since the proton bombs don't seem so work. Also, before stealing the ship, bomb the turrets around it so you don't quickly die once you steal the ship.

I. Raid on Bespin

Ships: X-wing, Y-wing, B-wing, A-wing, Millennium Falcon, Naboo Starfighter, Slave 1, TIE Advanced, Buick (can later trade for cloud car)

Objectives

- Secure the Tibanna gas platforms.
- Destroy the city's power generators.
- Defend the Tibanna gas platforms from the TIE Bombers.

You need to protect those gas platforms from the TIE Fighters and those guns on the other nearby platforms. Using the A-Wing, you can destroy the guns pretty easily, but the best thing to do is to shoot those things inside the platforms. They're up near the top with fire coming out of them, and after a few hits to those, all the guns will be destroyed at once. (This is much more satisfying than destroying them one at a time.) Once you destroy all of those in an area, you can go to the next gas platform and repeat what you did before. Once you destroy them all, there will be a cut scene. Now you have three generators to destroy. They are lower down in those trench areas. (If you want, you can use a different ship by flying through the blue emblem, but there's no reason to.) Anyway, a few hits from concussion missiles (or a few more with your lasers), and the generators will be destroyed. After that, go to the Tibanna gas platforms and destroy the TIE Bombers. (I don't know if it helps or not to destroy those guns, but I destroyed the nearby ones just to see them blow up again.) After enough bombers are destroyed, you'll be done.

Medals

		Bronze	
Silver	Gold		
Completion Time:		11:00	8:55
6:40			
Enemies Destroyed:		45	75
110			
Shot Accuracy:		12%	30%
65%			
Friendlies Lost:		41	32
29			
Lives Lost:		2	1
0			
Targeting Computer Efficiency:		10%	32%
			72%

Tips

This area takes a lot of practice, but it is very helpful to blow up those balloons that have guns on them. Just shoot that thing underneath the top with flames coming out, and it will blow up and take out several enemies. Don't go after the TIE Fighters unless you have to.

J. Battle of Endor

Ships: X-wing, Y-wing, B-wing, A-wing, Millennium Falcon, Naboo Starfighter, Slave 1, TIE Advanced, Buick

Objectives

- Protect the Medical Frigate.
- Protect the Fleet.
- Destroy all TIE Bombers.
- Destroy both Star Destroyers.

First of all, you'll have some TIE Fighters to destroy, then, you have to destroy all the Bombers. After a cut scene, you'll have two Star Destroyers to destroy. So, like in an earlier mission, take out the three shield generators and then the bridge on both. After that, you'll probably finish the mission (unless that big, stupid ship decides to blow up at the last

second like it did for me).

Medals

Silver	Gold	Bronze	
Completion Time: 10:00	13:00	11:19	
Enemies Destroyed: 60	31	46	
Shot Accuracy: 31%	8%	20%	
Friendlies Lost: 6	10	9	
Lives Lost: 1	2	2	
Targeting Computer Efficiency:	10%	40%	80%

Tips

This area just takes practice. Be very careful when a lot of TIE's are around because sometimes they crash into you.

K. Strike at the Core

Ships: X-wing, Millennium Falcon

Objectives

- Protect the Millennium Falcon.
- Reach the power core entry.
- Destroy the power core.

In this area, you have to follow the Millennium Falcon and protect it from TIE Fighters. Make sure you don't get too far behind. At first, try to fly a bit higher than the Falcon; it seems a lot easier to keep from getting shot down. Then, after that, you'll be in a tunnel. Just fly through while shooting the TIEs, then, later you'll be in a big, open area. Above the big, blue thing is this little thing sticking out, and you can quickly destroy it by shooting it with anything (it doesn't matter). Then, you'll have to follow the Millennium Falcon out. You need to go fast enough so you don't die, but don't go too fast or else you'll crash. Anyway, once you finally get out, the area will end, and you'll get to see the credits.

Medals

Silver	Gold	Bronze	
Completion Time: 5:05	7:00	6:15	
Enemies Destroyed: 41	29	36	
Shot Accuracy: 32%	10%	21%	
Friendlies Lost: 0	0	0	
Lives Lost: 1	2	2	
Targeting Computer Efficiency:	20%	45%	95%

Tips

This area just takes practice. That's it.

4. Extra Missions

A. Death Star Escape

Points: 20

Ship: Millennium Falcon (turret)

Objectives

-Destroy all TIE Fighters.

Obviously, you just have to destroy all the TIE Fighters using the turret. (Shoot with R or L.) The Millennium Falcon will be destroyed if you take too long.

Medals

Bronze

Silver Gold

Completion Time:	2:45	2:06
1:20		
Enemies Destroyed:	34	34
35		
Shot Accuracy:	4%	9%
16%		
Friendlies Lost:	0	0
0		
Lives Lost:	0	0
0		
Targeting Computer Efficiency:	100%	100%
		100%

Tips

This area just takes a lot of practice.

B. The Asteroid Field

Points: 30

Ship: Millennium Falcon

Objectives

-Escape the TIE Fighters.

-Secretly land on an Imperial Star Destroyer.

Watch out for all the TIE Fighters and asteroids, and fly towards where the radar shows. You can shoot backwards, so do that to shoot the TIEs. (I had a really annoying problem with this area. After flying for a bit, the stupid ship kept turning around like it went out of the area. It did this over and over, even when I went in the direction the radar pointed, until it flew me directly into an asteroid and made me blow up. I don't really know how to avoid this. Flying completely straight without going up or down or anything, though, seems to help.) Anyway, after seeing a cut scene, you'll have to fly back to get to a Star Destroyer. Fly to the orange emblem to end the area.

Medals

Bronze

Silver Gold

Completion Time:	6:00	5:24
4:34		
Enemies Destroyed:	25	37
50		
Shot Accuracy:	2%	5%
10%		
Friendlies Lost:	0	0
0		

Lives Lost: 1 2 2
Targeting Computer Efficiency: 10% 30% 75%

Tips

The main problem I had here was keeping the ship from turning around and crashing when it thought I went too far out of bounds (even though I didn't). The best way to avoid this is to try very hard to fly completely straight without going up or down (even with stupid asteroids coming at you). Otherwise, it's pretty easy to finish in time and to kill enough enemies.

C. Triumph of the Empire

Points: 30

Ships: TIE Advanced, TIE Fighter, Imperial Shuttle

Objectives

- Destroy all Rebels over the surface.
- Destroy all Rebels before they fire their proton torpedoes.

In this area, you have to shoot the Rebel ships and destroy them before they blow up the Death Star. Once you destroy enough, there will be a cut scene, then, you'll have to fly along the trench. Right away, you should find three Rebels ships in it, so go down and destroy them. Then, go back and destroy two more groups that are coming this way. (The radar will show you which way to go.) After that, you'll beat the area.

Medals

	Silver	Gold	Bronze
Completion Time:	4:00	8:00	6:00
Enemies Destroyed:	32	18	23
Shot Accuracy:	35%	12%	20%
Friendlies Lost:	3	5	4
Lives Lost:	0	2	1
Targeting Computer Efficiency:	100%	100%	100%

Tips

I don't like this area at all. At the very beginning, the dumb Rebels fly out of bounds where you can't follow them. Pretty much, just keep practicing until you can destroy them quickly before they get a chance to be annoying and get away.

D. Revenge on Yavin

Points: 40

Ships: TIE Advanced, TIE Fighter, Imperial Shuttle

Objectives

- Destroy as many Rebels as possible.
- Do not allow more than 2 transports to escape.

You can destroy the smaller Rebel ships easily if you just get the ones that are in the small open areas in the trees before they start flying. The main thing to pay attention to, though, is those big, white transports.

Make sure you shoot them down before they get away. Lasers work very well on them. Once you get them all, there will be a cut scene. After a short time, the big pyramid's door will open, so you can fly in and destroy the transports there (and shoot the people, if you're feeling mean). Then, you're done with the area.

Medals

	Silver	Gold	Bronze
Completion Time:	4:19	7:26	6:18
Enemies Destroyed:	36	15	22
Shot Accuracy:	65%	24%	45%
Friendlys Lost:	15	23	19
Lives Lost:	0	2	1
Targeting Computer Efficiency:	100%	100%	100%

Tips

This area is so easy. Forget about all those dumb Rebel ships fighting around (the little ones). All you need to do is destroy all the transports and the small ships that are on the ground. That's all. You'll get medals in this place in no time.

E. Endurance

Get every gold medal to unlock

Ships: X-wing, Y-wing, B-wing, A-wing, Millennium Falcon, Naboo Starfighter, Slave 1, TIE Advanced, Buick

Objectives

-Destroy all Imperial Craft.

It seems like all you do here is shoot enemies. As you destroy each wave, they seem to come after you more.

Medals

	Silver	Gold	Bronze
Completion Time:	400:00	400:00	400:00
Enemies Destroyed:	1300	80	400
Shot Accuracy:	8%	4%	6%
Waves Destroyed:	99	25	50
Lives Lost:	12	12	12
Targeting Computer Efficiency:	0%	0%	0%

Tips

This area will probably take a lot of practice and a lot of time. (Like anyone would want to even play long enough to see whether they can beat it within 400 minutes.)

5. Ships

Airspeeder

Secondary Weapon: The Airspeeder has a tow cable, which is very useful for tripping AT-ATs. (It never seems to work for me unless I hold the B button down, but I don't know if you have to do that.)

Description: I only remember using this in Battle of Hoth and Vengeance on Kothlis, since the only thing that makes it special is its AT-AT tripping ability (AKA the tow cable). It is fairly fast, but it can't fly very high.

A-Wing

Secondary Weapon: The A-wing has 20 concussion missiles, but you use 4 at a time.

Description: The A-wing seems to be a lot like the airspeeder, except for the concussion missiles and the fact that it can fly high. Like the airspeeder, it is fast.

Buick

Secondary Weapon: The Buick has 20 cluster missiles.

Description: It's a car. In space. With lasers and cluster missiles. (I wish I had a car that shot lasers.) And the best part is it even comes with a monkey bobble-head. Nice. I don't think you can get it without a code, so you'll have to go to Passcodes (in Options, on the very first screen before loading a file). Type in !ZUVIEL! then !BENZIN!.

B-Wing

Secondary Weapon: The B-wing has 12 proton torpedoes and an ion cannon.

Description: The B-wing is a stronger ship, but it doesn't seem good around a lot of enemies because it's harder to move it out of the way.

Cloud Car

Secondary Weapon: None

Description: I think that's the name of this thing. It's the little pink ship you can use in Raid on Bespin when you fly through the emblem on certain buildings in the city. It's fast, but only has lasers for its weapon.

Imperial Shuttle

Secondary Weapon: None

Description: It can attack in front with A and in back with B. I got it with a code because I'm lazy. Go to Passcodes (in Options, on the very first screen before loading a file), and type in AJHH!JY then BUSTOUR.

Millennium Falcon

Secondary Weapon: The Millennium Falcon has 20 concussion missiles, which it uses 4 at a time.

Description: The Millennium Falcon is fast and it can shoot from the front and back, which is useful.

Naboo Starfighter

Secondary Weapon: The Naboo Starfighter has 6 proton torpedoes.

Description: This ship is fast, and I think you have to finish Tatooine Training at all four times of the day to get it. Or just use the code; go to Passcodes (in Options, on the very first screen before loading a file), and type in CDYXF!Q then ASEPONE!.

Slave 1

Secondary Weapon: The Slave 1 has 20 cluster missiles.

Description: I don't like this thing. I can't see where I'm shooting when I'm not in cockpit mode. It's also slow. I got it with a code

because I'm lazy. Go to Passcodes (in Options, on the very first screen before loading a file), and type in PZ?APBSY then IRONSHIP.

T-16 Skyhopper

Secondary Weapon: This ship has 6 proton bombs and an ion cannon.

Description: This is the ship in the Tattooine Training place. You can't use it anywhere else.

TIE Advanced

Secondary Weapon: The TIE Advanced has 20 cluster missiles.

Description: It's easiest to get with a code. Go to Passcodes (in Options, on the very first screen before loading a file), and type in NYM!UUOK then BLKHLMT!.

TIE Fighter

Secondary Weapon: None

Description: The TIE Fighter is nothing special.

X-Wing

Secondary Weapon: The X-wing has 6 proton torpedoes.

Description: The X-wing is pretty fast and is usually the most useful ship. I use it whenever I can since it seems to make things easier. When doing a speed boost, though, it can't attack until you press A, L, or R to open the wings.

Y-Wing

Secondary Weapon: The Y-wing has 20 proton bombs, which come back on their own after a short time, which is very useful. It also has an ion cannon for disabling things.

Description: The Y-wing is a slower ship, but the proton bombs make it very useful.

6. Copyright Stuff

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