

Star Wars Rogue Leader Y-Wing FAQ

by Meowthnum1

Updated to v2.0 on Aug 25, 2002

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|Star Wars: Rogue Squadron II-Rogue Leader|
|for the Nintendo GameCube |
|Y-Wing FAQ |
|By Meowthnum1 |
|Last Updated: 8/25/02 |
|Version: 2.0 |
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<http://pub84.ezboard.com/bmeowthnum1sgaming> for help

Table of Contents:

- I. Introduction
- II. Y-Wing Info
- III. FAQ/Walkthrough for the Y-Wing
 - 3.01: Death Star Attack
 - 3.02: Ison Corridor Ambush
 - 3.03: Prisons of the Maw
 - 3.04: Razor Rendevous
 - 3.05: Vengeance on Kothlis
 - 3.06: Imperial Academy Heist
 - 3.07: Raid on Bespin
 - 3.08: Battle of Endor
 - 3.09: Endurance
- IV. Last Words

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I. Introduction
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Hiya, and welcome to the second installment in my ship FAQ series--the Y-Wing FAQ. The purpose of this is to let you beat all possible levels with the Y-Wing Starfighter. In this, we will not change ships unless required.

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II. Y-Wing Info

Y-wings are multi-purpose starfighters best suited to large-scale attacks or bombing assaults. They can be used for fighter-to-fighter combat, but their high-output weapons are generally used against larger targets and engagements where acceleration and maneuverability are not key factors. The starfighter can also be equipped with an Astromech droid for in-flight repairs and computer guidance.

Full name: Koensayr Y-Wing Starfighter

Type: Starfighter

Length: 16 meters

Weapons:

2 laser cannons*

2 Ion cannons*

2 proton torpedo launchers*

2 Proton Bomb launchers (you can either have the torpedoes, or the bombs, but not both on at the same time)*

* = used in the game

One other note: the only time when we can use the proton torpedoes for this ships is in Death Star Attack.

How to Unlock:

For mission #1: Beat it with the X-Wing

For the rest: Beat mission #4: Prisons of the Maw

III. FAQ/Walkthrough for the Y-Wing

For this walkthrough, I expect you to have the following upgrades:

Advanced Proton Bombs (found: Razor Rendevous)

Spread Proton Bombs (found: Imperial Academy Heist-night)

*****OPTIONAL*****

Advanced Lasers (found: Battle of Hoth)

Advanced Shields (found: Death Star Attack)

Advanced Targeting Computer (found: Strike at the Core)

--3.01: Death Star Attack--

Objective: Blow up the Death Star

This first section is REALLY straightforward. Just blow up all of the big things sticking up from the surface (deflector towers). The next section is equally as simple. Just use your targeting computer to take out all of the TIEs (they will appear yellow). Now for the trench. The Y-Wing goes slow enough to have enough time to avoid the crossbars. After the crossbar section, a group of TIEs will come up behind you. At this point, speed up, brake, descend VERY quickly, come back up, and shoot the TIEs down. Do the same thing for the next group. Now Vader's TIE will come along. Do the same thing, but don't bother shooting. After about three passes, he will come along with wingman. When he starts shooting at you now, don't bother avoiding it. Captain Solo will come along and take out Vader's TIE (You're all clear kid!

Now let's blow this thing and go home!). Now it is a clear shot. You might want to use your targeting computer to find it (it will appear green). Once you are in range, fire your proton torpedo (you have the proton torpedo in this mission instead of the proton bombs). If you hit it successfully, you will have cleared mission #1!

--3.02: Ison Corridor Ambush--

Objective: Get the caravan through the Ison Corridor safely

This is mainly one big dogfight. Once the TIEs are detected, send your wingmen after them. Now you should chase them yourself. Remember, your primary goal is to protect your transports, so attack the TIEs attacking the transports before you attack the ones just flying around in space. Do the same thing for the second wave. Now you will enter the Nebula. In here, send your wingmen after the TIEs, and put your targeting computer up. The TIE Interceptors will appear in yellow. Kill them off to finish the mission. Easy!

--3.03: Prisons of the Maw--

Objective: Free the prisoners that were captured on Hoth

*****This Strategy can be used to get the Gold Medal*****

You are really gonna hate this mission if this is your first time through. At the beginning of the mission, the place will be quiet--too quiet. TIEs come out from apparently nowhere, and begin to attack you. Send your wingmen after them, but keep going straight yourself. Take out the tankers if you want, but DON'T USE YOUR BOMBS. Once you get to the shield generator, you must use your ion cannon to take out three generators. Personally, I recommend you take out the top one, the bottom one, and the far left one. Once that is done, you will be taken to the prison complex. You will hear about the prisoners current status. Go as fast as you can (as much as can be said for a Y-Wing =P) to the gun towers. Use your bombs to take them all out. Then, you'll be directed to another set of towers. While you're here, take out the AT-PT groups on the ground (you should be able to use one bomb per group of three). You will now be taken to the communications relay. Take out all of the Towers and AT-PT groups around, then use the remaining bombs on the RED SUPPORT PILLARS OF THE DISH. This seems to be the part that gets hurt most by attacks. Once you are out of bombs, kill yourself. Now, finish off the relays. Protect the train on its way to the hangar. Once it is in the Imperial Loader, go around taking out AT-PT groups and sentry towers (don't worry--the loader is never destroyed). Once that it is out of the Maw, the mission is complete!

--3.04: Razor Rendezvous--

Objective: Destroy the Star Destroyer that has captured the Razor

*****This Strategy can be used to get the Gold Medal*****

Boy, this is a fun mission with the Y-Wing. At the beginning of the mission, send your wingmen after the TIEs, and go as fast as you can (haha) to the Star Destroyer. There, hammer the first shield generator with your ion cannon and your lasers (linked, of course). COME FROM BEHIND FOR THE FIRST GENERATOR. You'll see why in a moment. Now, make a bombing run on the Star Destroyer, taking out some (at least six) of the guns (you could do the heavy laser cannons on the sides). Now, use your remaining bombs, your lasers, and your ion cannon on THIS shield generator. Kill yourself. Now, go with speed (tch...) to the main reactor-turned-bottom-shield generator, and take it out with your ion cannon and lasers. Now, go up in range of the command deck, and ram

it (this doesn't count as a life lost =D). This will end the mission.

--3.05: Vengeance on Kothlis--

Objective: Protect the team of commandos as they attempt to get to the razor, and get the stolen data

Meh...you'll be in the Y-Wing for the first part of the mission, the speeder for the second, and the Y-Wing for the third. Anyways, at the beginning, take out any TIEs that shoot at the transport (WITH LASERS). Simple! Now, once the transport has landed, you'll be prompted to get in to your Speeder and take down the AT-ATs. You should take them down starting with the closest, and working your way to the furthest. Once they are all down, the team will begin to head to the Star Destroyer. Now, you'll have to get back in to your Y-Wing.

Once you are back, bomb the part of the Star Destroyer (the hull) that is outlined in yellow on your targeting computer. You'll have to bomb it several times. Now, bomb the part of the beach closest to the Star Destroyer, and any other place you see E-Webs. After they are all gone, go to the transport, and take out the AT-PTs. When you run out of bombs, just use lasers. The mission will soon be over.

--3.06: Imperial Academy Heist--

Objective: Steal the Imperial Lambda Shuttle Tyderium from the Academy.

*****THIS STRATEGY CAN BE USED FOR THE GOLD MEDAL*****

When the mission starts, STAY LOW!!!! Charge up your ion cannon, and take out any sensors you see with the ion cannon. Keep your brake on, as there are several turns where, as soon as you come out of the turn, you will run in to a sensor array. Assuming that you are following the guide, and only changing ships when necessary, turn right when you get to the spilt path. If you look around, you will find platforms with a lot of TIEs docked on them. Try to take out as many TIEs as you can while they are still on the platform (don't worry about chasing them. It takes too much time. Also, they are terrible shots, so don't worry about that =P). Once you've finished this, you will fly in to the Imperial Academy. Here, bomb as many docked TIEs as you can, and shoot some too. Now, go on the outsides of each "stem" and take out the guns. Now you'll see the shuttle. You must take out (bomb, so make sure you've saved a few) the surrounding guns. Once that is done, you can change ships. Now that you have the shuttle, follow the orange cone on your radar. Laser a few rows of TIEs while you're at it. Pull the C-Stick all the way back. If you see any TIEs on your back, press "B." This shoots a back-laser at them. Once you've gotten to where the orange cone ends, you'll be at the end of this mission!

--3.07: Raid on Bespin--

Objective: Liberate the Tibanna gas tanks and Cloud City from the Imperials.

When the mission starts, send your wingmen out to take out the TIEs, and go on to the next platform (your wingmen will be able to take care of platform #1). Here, laser all of the TIEs down, but DON'T SHOOT THE TANKER. After they are all gone, proceed to the next platform. If your wingmen are done with the first platform, have them form up. Laser these TIEs, and continue with the process until you reach Cloud City. In Cloud City, take out all of the siege balloons (by shooting the gas tanks), then use the targeting computer to find the power generators. Bomb them, and when you have taken out the second one, you will hear about TIEs attacking the gas tanks. Quickly find/bomb the last generator, and head out to the gas tanks. Have your wingmen attack the TIEs,

and you just chase them around, shooting them with lasers. Once they are all gone, the mission will be over.

--3.08: Battle of Endor--

Objective: Stall for time while your "friend" Han Solo tries to take out the shield generator on the forest moon of Endor

*****THIS STRATEGY CAN BE USED FOR THE GOLD MEDAL*****

The term, "One big dogfight" describes this very well. After all of the ships have turned around, you'll be met by the TIEs. Send your wingmen after them, and start taking out TIEs. When you hear about the bombers, search them out (they're yellow on your targeting computer), and take them out with lasers. Once they are all gone, you'll attack the Star Destroyers. First, bomb the Star Destroyer on the right to take out their guns. Then, ram their command deck (yes, I know you haven't taken out the shield generators, but it is a glitch, and we should take full advantage of it =P). Once the right one is gone, "ionize" the second one's shield generators, and take them out with lasers/bombs. Once all of the generators are gone, laser/bomb the command deck. DO NOT RAM IT. THE MISSION ENDS AWHILE AFTER THE STAR DESTROYER IS DESTROYED. Now, if you are low on shields, fly back toward the Death Star until the mission is over.

--3.09: ENDURANCE--

Objective: uh...live and take out all Imperial forces.

The Y-Wing is one of the best ships to use for this mission. There isn't much to say about endurance. Once you clear wave 60, it becomes a test of patience.

Survive to the end to win the gold medal (other factors figure in too, but that is the main one =P)

IV. Last Words

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*****Revision History*****

Version 1.0: I did everything you see here. Current series status: 2/8. Ships left: Naboo Starfighter, Car, X-Wing, Millienium Falcon, Slave I, TIE Fighter, TIE Advanced X1, and Imperial Shuttle

Version FINAL: Done. Everything. Some formatting fixes, etc

Version FINAL: I added some ASCII art

Version 2.0: See others

*****Credits*****

-CJayC for making my online home, and being such a great guy

-Devin (DMorgan), Colin (CMoriarty), Alex (pop), Steve (Psycho Penguin), AstroBlue, and Matt (MHulbert) for being such great people.

*****Conclusion*****

Well, I hope you enjoyed this FAQ. This might lead you to becoming a Y-Wing Master. Good luck, and may the Force be with you.

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