Star Wars Rogue Leader Slave I FAQ

by Meowthnum1 Updated to vFinal on Aug 10, 2002

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|Star Wars: Rogue Squadron II-Rogue Leader|
|For the Nintendo Game Cube               |
|Slave I FAQ                              |
|By Meowthnum1 [at] metacrawler [dot] com |
|Last Updated: 8/10/02                    |
|Version FINAL                            |
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I. Introduction
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Hiya, and welcome to my FAQ for the Slave I. The purpose of this is to help you become as good as possible with the Slave I by having you use it as much as
possible.

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II. Slave I Info
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The Slave I has a distinctive shape making it instantly recognizable. Its

large
engine cluster dominates the lower section of the ship when docked, with the
cabin resting atop it. Once airborne, the Slave I pivots 90 degrees, so that
its base becomes its trailing edge and its top-mounted cockpit faces
forward.
The vessel is armed with numerous laser cannons, as well as concealed
projectile launchers.

Full Name: Slave I
Type: Pursuit Ship
Length: 21.5 meters
Weapons:

2 laser cannons*
ion cannon
Cluster Missile Launchers*
Tractor Beam
Seismic Charges
Seismic Torpedoes

How to unlock: Get silver medals on all ten regular missions, Death Star
Escape, and The Asteroid Field.

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Objective: Rescue the Razor by taking out the Star Destroyer

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**********How to properly use Cluster Missiles efficiently**********
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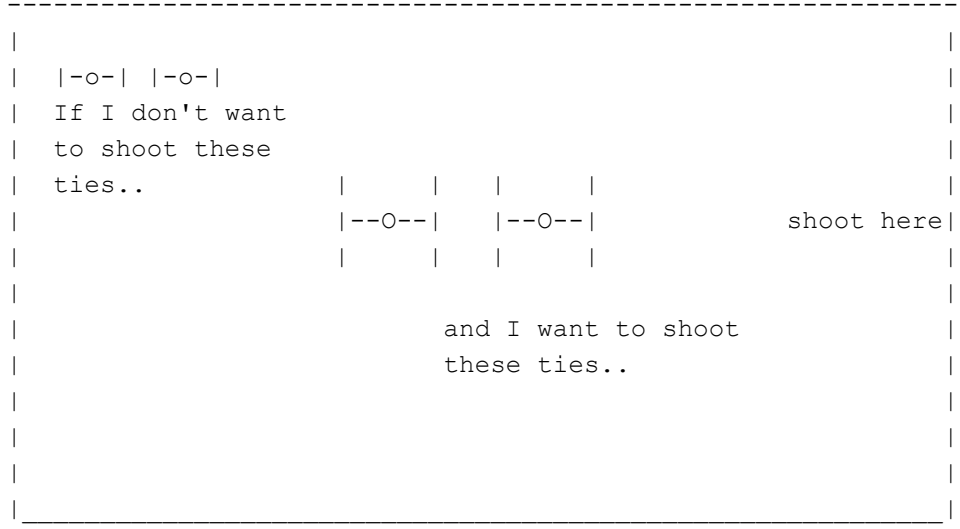
First, we need to go over how to use cluster missiles efficiently.



To effectively use cluster missiles when you have multiple targets, you need to
shoot away from the intended target but not too far. Experiment to find the range. This is not so important with ties, but when taking out guns on a star
destroyer, or trying to miss gas containers on Bespin, it is very important.

****

This following walkthrough to complete Razor Rendezvous in Slave 1 is intended
for completing it on ACE mode... so remember, completing it on normal mode is much easier and is far less strict. Many corners can be cut on normal mode.

This mission requires that you really deal out some death with the clusters. Tell your wingmen to go after the ties. The first thing you should do is, 3-4 seconds after the frigate is off-screen, turn slightly to the right and aim
for the front tip of the ISD and fire one cluster to take out those front bottom guns. Then, once you get in range, start firing clusters in a side to
side or a four corner pattern. If you just shoot clusters straight ahead, they'll all go after the same target until it's dead. Shoot at the X's. You
really need to get the feel of how to deal cluster death at a high rate this way, while simultaneously avoiding the laserfire coming from the ISD's. A side
to side pattern works best because the SD's lasers can not lead you, and as you
are going left, the SD's will be firing to the right, and as you turn back to
the right, the SD's will then be firing to the left.

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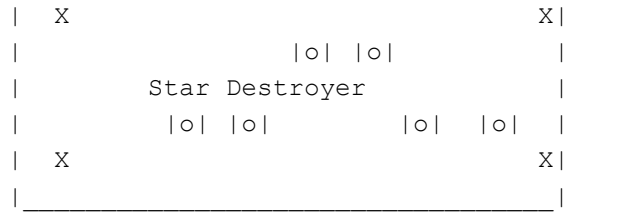

This way you can take out all the ties and front guns right away. By the time
they're all dead, you'll be in range of the star destroyer, You need to shoot
high if you want your cluster to aim at the guns because the first thing they
normally lock onto are the Ion Cannons of the star destroyer. Use all your
remaining clusters to take out the near side and top guns. Then start
shooting at either any remaining guns or the top generators if you killed all
the guns.

You will die at this point. On your second life, aim low and shoot a few
clusters at the bottom of the Star Destroyer. (remember to aim low) This
will take out some of the near bottom guns. Don't wait to see if the clusters
hit. Come up and take out the entire second wave of ties. You may die at
this point but that's ok.

So now, you've pulled the teeth out of this level. The only thing that can
kill you is far side guns and bottom guns. So stay relatively level with the
star destroyer and take out the top gens. (don't fly too high or the far side
guns will waste you) Then fly away, staying level, then turn around to face
the star destroyer again. If you have any clusters left, aim low and shoot
them at the bottom gen and guns. Then, without going too low, shoot the
bottom gen while holding the brake. Once this is dead, kill the command
deck.

Another variation of that strategy can be used to beat the level faster, and
possibly easier and more efficiently. On your second life, all of the guns on
the top surface and the nearest-side of the SD and the bridge should be dead,
so just head straight for the two top generators, firing linked lasers at them
while using the occasional cluster. Once you get close to the top two gens,
start unloading clusters on the left one along with your linked lasers until
it is destroyed, then turn to the right generator and use all your remaining
clusters to destroy that one. Now die. When you are spawned on your 3rd life,
immediately go into cockpit mode while going full speed and aim for the bottom
generator, and start firing linked lasers at it like crazy. You need to fire
them very very fast so that the bottm generator will be destroyed before you
start taking in lots of laserfire from the bottom guns. As soon as the bottom
generator is destroyed, immediately pull up and shoot the command deck.

There you have it. Fairly easy once you know what to do. The above
walkthrough

is by bcole23, Calinator, PorkinsJr, snoozer, and Nairb10.

-=3.03: Vengeance on Kothlis=-

Objective: Protect the commando team as they recover the data from the Razor

**********THIS STRATEGY CAN BE USED TO GET THE GOLD MEDAL**********

At the beginning, keep your eye out for TIEs. If there are 2 or less, destroy them with lasers. Otherwise, use your clusters. Once the transport begins its final approach, shoot the rest of your clusters off in the direction of the Star Destroyer. Once the transport has landed, you'll be prompted to get in to a Speeder. Once you are in the Speeder, take down the AT-ATs starting with the closest one. Once all of THEM are taken down, you'll have to get in to a Y-Wing. Start out by bombing (this is much easier if you have the two bomb upgrades) the beach and part of the Star Destroyer near the water (where all of the E-Webs are set up). Then, bomb the large part of the ship (the hull) that seems to stick out (it is green on the targeting computer). Now, go back to the transport, and start taking out AT-PTs. If you took out a lot of guns (from the Star Destroyer, either by bomb or proton torpedo) and troops, the commando team should have no trouble, and the mission will be complete.

-=3.04: Raid on Bespin=-

Objective: Liberate Cloud City, and its Tibbana gas, from the Empire.

This following walkthrough to complete Raid on Bespin in Slave 1 is intended for completing it on ACE mode... so remember, completing it on normal mode is much easier and is far less strict. Many corners can be cut on normal mode. It is suggested that you should read through the "How to properly use Cluster Missiles efficiently" section, found at the beginning of the Razor Rendezvous walkthrough.

Before this walkthrough starts, please take note of something which is very important and is the sole key to completing this stage in Slave 1 on ACE mode (and it will help on normal mode too). The balloons in a particular area will not and do not start firing at the containers until at least one TIE in that area is destroyed. So the key to not failing and to not losing containers is to absolutely *avoid* killing TIE's whenever possible, for as long as possible, until the balloons in that area are destroyed. Then you're clear to take out the TIE's, if you want to. If the balloons in a particular area are destroyed, then obviously they can't fire at the containers. That is especially important

on ACE mode where you can fail in about 5-10 seconds flat. You must avoid killing the TIE's and more importantly, you must actually avoid the TIE's in specific so they do not kill you. That is all there is to it. If you kill TIE's in a particular area before the balloons in that area are destroyed, particularly on ACE mode, then the chance of failure is 99%. So IF you are going to kill TIE's in part 1, you need to wait until the balloons in that area
are destroyed first. The exception is the one balloon in the final set of balloons that is stationed underneath a platform... you do not need to worry about this balloon destroying any containers because of its position. It is below the nearby platforms, therefore it cannot shoot any of the containers on
that platform. And that's where this ASCII map picks up from.

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        Horrible ASCII map.  See below for details.
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..........o...----

By looking at this horrible ASCII map:
"o" is the path Slave1 takes.
"B" is a balloon.
"P" is a platform.
"b" is the last balloon.
Around the first platform is a "circle" (horribly done) to demonstrate where
the ties will come after you.

So to kill a balloon, you only have to come inside that sphere a little bit.
Go
back outside it and the ties will leave you alone. So line up the platform
on
the other side of the balloon, kill the balloon, then turn around and fly
away. The ties will come after you for a second, but before they get in
firing
range, they'll turn back around and resume their patrols. This way, you can
take out 6 balloons without dying and taking maybe one or two shots at most.
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(sometimes you need to dodge a little while flying away)

When you're on the last balloon (little "b" on the map) you should be on the right hand side of the last group of platforms. Fly in and the ties should immediately come after you. If you're good with clusters you can take out just
about all these ties with 3 clusters, and be shooting the balloon when it starts firing. You'll only lose a few canisters this way, or you could take out the balloon, die, and the take out the ties, if you don't want to lose any canisters.

2nd part

The second part is completely utterly simple. The way I do it is not as fast as others, but oh well.

Tell your wingmen to attack the ties. Turn around and fly to the outside of the
city. Take a path around the outside to the platforms. Here's the important part:
The radar is the only place I look on this till the tie interceptors are dead.
As your flying, all the little red dots should be on the very edge of the radar
indicating that they're far off. The second you see anything move away from the
edge of the radar turn in that direction and shoot a cluster. You don't need to
line up the shot or make sure something is there. Trust me, ties are coming at
you, just shoot. Then turn and continue on your way. Keep the mass of red dots
on your left and you should be able to keep your path true. You'll get probably
3-4 groups of interceptors that come after you until you start getting close to
the platforms. Once you start getting close, 3-4 more will come after you in a
very short time span. So when you actually get there, don't worry about the tie
bombers (they'll be there by this time) or the platforms. Get the tie inter-
ceptors.

Once all the tie interceptors are gone, just clean up platforms, bombers, and
lastly, the generators. Be careful to keep a close watch on your radar for one
more group that will come after you on the way to the city. Sometimes it comes
when you first get to the balloons, but most of the time, it waits until your
going into the city.

That's it. The above walkthrough is by bcole23 & Nairb10.

-=3.05: Battle of Endor=-

Objective: Stall for time while Solo takes out the shield generator on Endor.

This following walkthrough to complete Battle of Endor in Slave 1 is intended
for completing it on ACE mode... so remember, completing it on normal mode is
much easier and is far less strict. Many corners can be cut on normal mode.
It is highly suggested that you read through the "How to properly use Cluster
Missiles efficiently" section, found at the beginning of the Razor Rendezvous
walkthrough.

At the beginning, turn around and go full throttle. Get underneath the big
cruiser at the bottom of the level. As soon as you can tell, your wingmen to
go after the ties. Get on the far side of the cruiser and brake under the
wing. The ties coming in will crash into the cruiser (due to bad collision
detection and AI). It's very easy to crash into the cruiser so be careful.
When the cruiser turns around, you need to maneuver so you're still under the
far side wing (the one next to Home1). The second wave of ties will crash
into the cruiser too. Now turn on your targeting computer and locate any
stray ties that may want to kill you. Take them out with lasers. Hang out
near the front of the cruiser underneath until you hear "bombers coming".
At this point come out and fire 5-6 clusters using the cluster method
mentioned above to take out the bombers. If one or two get away, laser
them.
  If you happen to be running low on health at this point it's a good idea
to kill the last bomber while you're next to the Medical Frigate so you can
kill yourself right before the cutscene triggers to refill your health.
(you should be able to take the bombers out with clusters)

2nd part.
  *This part in no way requires that you hurry. If you hurry, then you'll
be inefficient with your clusters and never, ever beat it. This is the only
ship (beside the TIE Advanced) that this applies to.*
  Fly to the middle, go full speed, and wait to get in range. Turn on your
targeting computer, and when you're in range, hit the brakes and start firing
clusters in a side to side fashion. For the first little bit, you'll only be
able to fire a little at a time while everything gets in range. Make sure
that you take out the 4 guns on each star destroyer. You can turn around and
fly away to get some space if you get within range of the rear guns. By the
time most of the ties and all the front guns are dead, you should still have
2-3 clusters left. Shoot both of these at the bottom guns on the rear of the
Star Destroyer and shoot at the guns with your lasers. You will die very
quickly doing this.
  When you respawn, you'll be high up in front of the right Star Destroyer,
if you're in front of the left one, good luck. The ties that were patrolling
the rear of the Start destroyer will just be coming forward. Shoot 2-3
clusters high of the Star Destroyer to take out some guns. Shoot clusters at
the ties coming at you from below the star destroyer. DO NOT let any get
behind you. Then start heading towards the middle. Shoot some more at the
right star destroyer, some at ties, basically, just kill, kill, kill. But
DO

NOT hurry with the clusters! Let them do their work. You're gonna need each
one. Once you get in range of the left star destroyer, shoot a bunch of clusters at the guns on top. Remember to shoot high or you'll hit the ion cannons and move your crosshairs around. The hardest part of this entire level is getting the gun right above the furthest ion cannon. This one gun will waste you again and again and sometimes, it just doesn't seem to want to
die. You'll die right about here.

Now your last life will respawn in front of the left star destroyer. Shoot
a few clusters at the top guns. While flying to the middle, mop up groups of
ties with your clusters. Shoot some more clusters at the left star destroyers top guns. Once you get into the middle, just make sure that anything that can kill you is now dead. At this point you need at least 4 clusters to finish the board, but I recommend 6 cuz, invariably, there'll be a couple ties around still. Now just start taking out the top gens while making sure not to fly into the range of the far side guns. When you hear, "Interceptors at .06" or whatever, you'll be able to see them coming from the
imperial fleet. Turn on your targeting computer and as they get in range, waste them. There'll be about 4 groups. There will still be about 4 more groups in the distance but they never come in at you.

So now, there's nothing that can kill you if you stay in the middle. Use any remaining clusters on the bottom guns that are left on each star destroyer
and take out the gens. DO NOT go too low and stay in the middle. If you start getting too close to one star destroyer, turn around and to the other one. By now, all the gens should be dead and all you have left to do it the command decks. If at any time during this General Calrisian has complained about needing help, you're already done. Home1 will die, unless you finish off all the guns on the star destroyer without clusters (yeah right). Shoot at both command decks to get them both to the point of dying by alternating left then right for a few shots a piece. Once one dies, hit the other. They
need to both go down in rapid succession. All you need to do is stay alive now. I did this by flying straight up and away. I get hit every time, but only once or twice.

Now Home One will really start getting a beating for the first time. General
Calrisian will have a big hissy fit, but if you took out enough guns on the bottom, then you should make it to the end, just barely. The above walkthrough
is by bcole23 & Calinator.

-=3.06: Endurance=-

Objective: live

Don't bother. The Slave I's lasers are too terrible to pull this off, and it
has not been completed by anyone as of yet. If you decide to try, good luck.

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IV. Last Words
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**********Revision History**********

Version 1.0: I made everything you see. I am NOT submitting this until I finish the rest of the series (I don't want to get my idea stolen, would I?)

Version FINAL: I changed some stuff around.

Version FINAL: I added ASCII art

Version FINAL: Updated walkthroughs for Razor Rendezvous, Raid on Bespin, and
the Battle of Endor, thanks to a few people.

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use only, and is not to be redistributed, in part or in whole, anywhere.

**********Credits**********

-CJayC for making the wonderful site (my home, practically) GameFAQs, and [hopefully] posting this.

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

-The five people who contributed walkthroughs (as stated in the actual FAQ).

**********Conclusion**********

I honestly hope you enjoyed reading this as much as I enjoyed writing this. Also, see my other guides at GameFAQs. If you are ever on their message boards, my name there is Meowthnum1. If you want other methods of contacting
me...

E-Mail: MeowSaur53@aol.com or Meowthnum1@hotmail.com
MSN: Meowthnum1@hotmail.com
YIM: Meowthnum1
AIM: MeowSaur53

Don't be afraid to say hi (on the message boards, or on AIM/YIM/MSN)! I enjoy
company!

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