Star Wars Rogue Leader Naboo Starfighter FAQ

by Meowthnum1   Updated to v2.0 on Aug 25, 2002

```
  _____  _____  _____           _____
 ( ____ )( ___  )( ____ \|\     /|( ____ \
 | (    )|| (   ) || (    \/| )   ( || (    \/
 | (____)|| |   | || |      | |   | || (__
 |     __)| |   | || | ____ | |   | ||  __)
 | (\ (   | |   | || | \_  )| |   | || (
 | ) \ \__| (___) || (___) || (___) || (____/\
 |/   \__/(_____)(_____)(_____)(_____/

  _       _____  _____  _____  _____  _____
 ( \     ( ____ \(  ___ )(  __ \ ( ____ \(  ___ )
 | (     | (    \/| (   ) || (  \ )| (    \/| (   )|
 | |     | (__    | (___) || |   ) || (__    | (___)|
 | |     |  __)   |  ___  || |   | ||  __)   |  ___)
 | |     | (      | (   ) || |   ) || (      | (\ (
 | (____/\| (____/\| )   ( || (__/  )| (____/\| ) \ \__
 (_____/(_____/|/     \|(_____/ (_____/|/   \__/


    _____
   |Star Wars: Rogue Squadron II-Rogue Leader|
   |For the Nintendo Game Cube               |
   |Naboo Starfighter FAQ                    |
   |By Meowthnum1 [at] metacrawler [dot] com |
   |Last Updated: 8/25/02                    |
   |Version 2.0                              |
    -----------------------------------------


http://pub84.ezboard.com/bmeowthnum1sgaming for help


Table of Contents:


I. Introduction
II. Naboo Starfighter Info
III. FAQ/Walkthrough for the N-1
      3.01: Ison Corridor Ambush
      3.02: Razor Rendezvous
      3.03: Vengeance on Kothlis
      3.04: Raid on Bespin
      3.05: Battle of Endor
      3.06: Endurance
IV. Last Words


-=-=-=-=-=-=-
I. Introduction
-=-=-=-=-=-=-


Hiya, and welcome to my FAQ for the Naboo Starfighter AKA The N-1.  The
purpose
of this FAQ is to help you beat all possible missions using the N-1 as much
as
possible.  So, without further ado...
```

```
-=====================
II. Naboo Starfighter Info
-=====================



Protecting the skies and space around Naboo is the N-1 starfighter. Its
sleek
design exemplifies the philosophy of art and fuction witnessed throughout
Naboo
technology. Its twin radial J-type engines are capped in gleaming chrome and
trail long delicate-looking finials behind the ship's single-pilot
compartment.
Behind the pilot sits a standard astromech droid, plugged into an
abbreviated,
ventrally-fed socket which requires the droid to compress slightly in order
to
fit within the vessel's curves. The fighter features twin blaster cannons,
twin
fire-linked torpedo launchers, and a capable automatic pilot feature.



Full name: The Naboo N-1 Starfighter
Type: Starfighter
Length: 11 meters
Weapons:

2 laser cannons*
2 Proton Torpedo Launchers*

*= used in the game

How to unlock: Complete Tatooine Training at all four times of the day

-==========================
III. FAQ/Walkthrough for the N-1
-==========================

NOTE: For this walkthrough, I will assume that you have the following
upgrades:

Advanced Proton Torpedoes (found: Ison Corridor Ambush)
Homing Proton Torpedoes (found: Vengeance on Kothlis)
*****************************OPTIONAL************************************
Advanced Lasers (found: Battle of Hoth)
Advanced Shields (found: Death Star Attack)
Advanced Targeting Computer (found: Strike at the Core)
Advanced Proton Bombs (found: Razor Rendezvous)
Spread Proton Bombs (found: Imperial Academy Heist-night)



-=3.01: Ison Corridor Ambush=-

Objective: Get the caravan safely through the Ison Corridor

At the beginning of the level, fly forward until the TIES are detected.
Then,
send you wingman after them, and fly after them yourself.  Use the radar to
your advantage, as well as your targeting computer.  Save your proton
torpedoes.  Once you've killed off the first wave of TIES, another wave will
come in.  Then, Wedge will suggest that you change ships in to the A-Wing.
```

Ignore him, and continue this dogfight, using the same tactics as before.
Also, if you see TIES attacking a transport, go attack those TIES, instead
of
those just flying around in space. Once this wave of TIES is killed off,
the
caravan will enter the nebula. In here, use your advanced homing proton
torpedoes to take out the TIE interceptors. Easy!

-=3.02: Razor Rendezvous=-

Objective: Protect the Frigate Redemption, and [attempt to] save the
Blockade
Runner, the Razor

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

As the battle starts, send your wingman out to attack the TIES, and start to
use your advanced homing proton torpedoes to target 6 different targets.
Once
6 targets are gone, hammer the first shield generator with linked lasers,
then
the other one with linked lasers. Now, ram in to the Star Destroyer. Once
you
start back at your starting point, hold down your boost button, and get in
range of the bottom shield generator (actually, it is the main reactor, but
go
figure :p), shoot it with linked lasers, and ALL OF YOUR PROTON TORPEDOES.
Now, get back on the top of the Star Destroyer, and go at full speed. At
this
point, you must have good precision. Ram right in to the command deck (it
is
sticking out) to destroy the Star Destroyer (note: this doesn't count as a
life
lost).

-=3.03: Vengeance on Kothlis=-

Objective: Protect the commandos as they attempt to recover the stolen data
from the Razor, which is in the Star Destroyer.

**************THIS STRATEGY CAN BE USED FOR THE GOLD MEDAL*******************
You won't be using the N-1 for long. At the beginning of the mission, keep
an
eye on your radar for TIEs. Take them out with your lasers, and make sure
that
no TIEs get too close to the transport. While the transport is on "final
approach," use your advanced homing proton torpedoes to attack some of the
guns
on 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 yellow 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 Tibanna gas tanks from the Empire

At the beginning of this mission, send your wingman after the TIEs. I have
found that you can now go forward (and up a little) to the next tank and
take
out all of those TIEs while your wingman handle the first. Anyways, don't
worry about using your proton torpedoes--yet. This first part is really
just
about destroying all of the TIEs. The next section is Cloud City. At
first,
go all around the city destroying the siege balloons by shooting the gas
tanks.
After they are all destroyed, go through Cloud City looking around (with
your
targeting computer) for the Power Generators (they will appear yellow).
After
you destroy two of them, you will hear about TIEs attacking the gas tanks.
Find the third generator quickly, then head to the gas balloons. Here, use
your advanced homing proton torpedoes to destroy all of the bombers and
interceptors. Once they are beaten, you will win the mission.

-=3.05: Battle of Endor=-

Objective: Stall while Solo disables the shield generator on Endor

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

Well, if you want to participate, start flying toward the Death Star at the
beginning (you'd be just as well to turn around at the beginning). Either
way,
you'll turn around. Now, begin to participate in THE BIG DOGFIGHT. Really,
just fly around shooting down TIEs until you hear about the bombers. Here,
search for them on your targeting computer (they're yellow), and hit them
with
your targeting computer. Now, search for and destroy the rest of the
bombers.
After that, you will get to take on two Star Destroyers. If you haven't
died
yet, and want a way to cut down on time, close your S-Foils, and go to the
second Star Destroyer. There, crash in to the command deck. It won't look
like you destroyed it, but it should be destroyed (if you hit it). Now, go
to
the left Star Destroyer. Go behind the shield generators, and take them out
one at a time with lasers. Now proceed to the bottom, and take out the main
reactor-turned-shield-generator. Once this is done, get in range of the
command deck, and fire off all of your proton torpedoes at it. DO NOT RAM
IT,
AS THERE IS A LITTLE MORE TIME AFTER THIS STAR DESTROYER GOES DOWN BEFORE

THE
END OF THE MISSION. It should be destroyed after all of this. Now, if you
are
hurting, hold down the boost, and go back toward the Death Star. Soon, the
shield (of the Death Star) will be down.

-=3.06: Endurance=-

Objective: live and take out all Imperial forces

THIS IS THE BEST SHIP FOR ENDURANCE. It is fast enough to get away long
enough
for your astromech to heal. The chicken method is the best way to do it
after
you've gotten high in waves. If your astromech has been destroyed (it can
no
longer repair), then use your proton torpedoes.

-=-=-=-=-=-==
IV. Last Words
-=-=-=-=-=-==

*************************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, now would
I?)

Version FINAL: I resubmitted it after making some minor corrections

Version FINAL: I added ASCII art.

Version 2.0: See others. This is getting annoying, as I'm doing this to all
of
my FAQs :-\
************************Copyright Information***************************

**********************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.

```
********************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)!  In
fact,
I would like it if you did talk to me.  I love company ^_^

END OF FILE
```