

Star Wars Rogue Leader Imperial Shuttle FAQ

by Meowthnum1

Updated to v1.0 on Aug 31, 2002

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-----R O G U E S Q U A D R O N I I

ASCII Art by Dallas Scott

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|Star Wars: Rogue Squadron II- Rogue Leader|
|For the Nintendo Gamecube                |
|Imperial Shuttle FAQ                      |
|By Meowthnum1 [at] metacrawler [dot] com |
|Last Updated: 8/31/02                    |
|Version 1.0                               |
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UPDATE HISTORY

- 31 Aug 02 - Meowthnum1 took over this FAQ. Bcole said that it's ok as long as he was credited somewhere. He didn't seem to want to take co-write credit.
- 26 Mar 02 - Included credit for all contributors
 - Added Imperial shuttle: Triumph of the Empire and Revenge on Yavin walkthroughs
- 08 Jul 02 - General formatting.
- 15 Jul 02 - Broke off Slave 1 info to different faq.

IMPERIAL SHUTTLE INFO

To unlock the imperial shuttle, you must get a gold on Triumph of the Empire
and Revenge on Yavin.

It can also be unlocked using the following code:

AJHH!?JY

Then enter:

BUSTOUR

Main weapon:

Quad lasers

Secondary weapon:

Auto-tracking rear laser turret

[From the unofficial Star Wars Dictionary found at [www.theforce.net /](http://www.theforce.net/)
compiled
and written by Bob Vitas]

LAMBDA CLASS SHUTTLE

Three-winged transportation used by the Empire, it is also built in a
military
configuration as the Cygnus Spaceworks T-4a shuttle. The Lambda-class
shuttle
was designed to swiftly transport personnel and cargo between ships in the
Imperial fleet. Sienar Fleet Systems built the original shuttles to carry up
to
twenty passengers in relative safety, for the Lambda-class has standard
reinforced hull plating and multiple shield generators. The Lambda-class is
also fitted with a hyperdrive for travel between fleets. The basic Sienar
Lambda-class shuttle measured 20 meters in length, and was armed with three
double blaster cannons and two double laser cannons. It was designed to have
a
crew compliment of four, with two additional positions for communications
and
power regulation.

[end info from the unofficial Star Wars Dictionary]

IMPERIAL SHUTTLE WALKTHROUGHS

Triumph of the Empire

(Ace mode. remember - normal is much easier and you can cut many corners)

My strategy for the first part of this board is very simple. Fly low and
go
in a circle at full speed. The ties and turbo lasers will kill all the
rebels.

2ND PART.

You should have all three lives and at least green health for this part.

At the beginning you start out perfectly lined up to enter the trench with your wings open. Hit the gas, pass the ties that are below you, and enter the trench. Once you're lined up with the y-wings, let them have it. Exit the trench before you crash or have to slow down. Do not slow down at all while doing this first part. After you've exited the trench fly above the trench until you see the last crossbeam go by. For timing purposes, count to ten, then close your wings and enter the trench facing back the way the y-wings are coming. Bring up your targeting computer and let them have it. Exit before they start shooting you and turn around, open your wings, and catch back up to them. While you're catching up, the x-wings will be firing at you. Dodge by going up and down, just a little not a lot, and when you point down, try to get some shots in on the y-wings. Once you're above them, close your wings and re-enter the trench. You'll be close enough to kill the y-wings, if you don't get them all by the they're out of range, catch up to them again, and repeat.

Once they are dead, exit the trench, turn around, and re-enter it. You'll take some fire from the rebels but not too much. Fly as close as you can to the bottom of the trench. The rebels above will fly slowly and will not shoot you. However, there will be one or two that keep trying to mass passes at you, so try not to go very high. Keep watching for the x-wings and perform the same thing you did on the y-wings on them.

Do it again for the last set and you're done.

REVENGE ON YAVIN

(Ace mode. remember - normal is much easier and you can cut many corners)

This one is much easier than Triumph of the Empire. At the start make sure your wingmen don't accidentally shoot you. Don't worry about the two transports that are already leaving. Keep your wingmen in formation, they help you kill transports much faster, and so line yourself up so their lasers are also hitting the intended target.

Turn to the left and take out the two transports there. Then continue straight on to the next group and take those out. The middle one will take off first, so kill it first. About the time the last one of these is dead, some rebels will finally be on your back. Kill the last transport and head for the last group of transports on the other side of the temple. At this point it's up to you to keep your wingmen in formation or not. Dodge to avoid enemy fire and take out the last group.

2ND PART.

After the cutscene, head straight for the front of the temple. Fly over the top of the temple. Once you get to the bottom on the other side, do a 180 and fly over it again. When you get to the other side the door to the hangar will be open. Go inside. There's some amount of leeway to this part and almost any strategy you use will work. I'd recommend taking out the front transports first as they'll leave before the others, but you shouldn't have many problems here. Just always be shooting at something, and use the columns if you need to avoid enemy fire.

Hint: timing your entry into the hangar just before the door closes will give you a lot of breathing room until it opens again.

IMPORTANT STUFF

Unlike the rest of this :P.

--5.01: Copyright Notice--

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--5.02: Credits--

-Devin (DMorgan) (<http://www.gamefaqs.com/features/recognition/3579.html>)

-Colin (CMoriarty) (<http://www.gamefaqs.com/features/recognition/4280.html>)

-Dallas (<http://www.gamefaqs.com/features/recognition/3855.html>)

-Matt (MHulbert) (<http://www.gamefaqs.com/features/recognition/4150.html>)

-Alex (Pop) (<http://www.gamefaqs.com/features/recognition/7659.html>)

-Steve (Psycho Penguin),

(<http://www.gamefaqs.com/features/recognition/9471.html>)

-Dingo (DJellybean) (<http://www.gamefaqs.com/features/recognition/2226.html>)

-AstroBlue (<http://www.gamefaqs.com/features/recognition/4127.html>)

-Alaska Fox (<http://www.gamefaqs.com/features/recognition/7818.html>)

For being such great people, with whom I seem to be able to talk about to a lot. They are all great, and you should check out their work sometime!

Thanks guys!

-The following people for contributions to this guide:

bcole23
Nairb10
Calinator
Talon 1
Bob Vitas

Thanks, guys!

-CJayC for being a great guy, and putting so much time in to GameFAQs

-Me for typing this guide

-Alt + 0175 for help with the charts. Alt + 0175 isn't a person; it's the keystroke that allows a high underscore (an overscore, if you will).

Example: ¯ yay for that.

--5.03: Revision History / What's to come--

Version 1.0- the initial release of this guide. EVERYTHING is done.

--5.04: "Outro"--

I hope you enjoyed reading it. Check out some of my other work some time.

Thanks! =D

~Meowthnum1
&
bcole23