

# Star Wars Rogue Leader Buick 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 Game Cube |
|Buick FAQ |
|By Meowthnum1 (Meowthnum1 [at] metacrawler [dot] com) |
|Last Updated: 8/25/02 |
|Version 2.0 |
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<http://pub84.ezboard.com/bmeowthnum1sgaming> for help

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I. Introduction
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Welcome to the FAQ for the last thing those of us on the Rogue Leader board thought was to be a secret ship--the buick. This FAQ is to help you beat every possible mission with the buick. So, here we go! One more note: many people have told me, "Since when does this ship use bombs?!" That upgrade is for VoK.

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II. Buick Info
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The legenday car, the Buick, while outdated, is a great car. With its sleek interior design, and wonderful turning, this is the right car for you. It has a speed that beats the speed of any other car on the road. This wonderful car can be your's for the low price of \$100000! What are you waiting for? Come down to your local dealership to get one of these cars. Other information about this hotrod include:

Name: 1968 Buick Electa  
Type: wonderful car  
Length: 3 meters  
Weapons:

none you idiot! It is a car.

But, if you want to pay an extra \$20000, we can throw in:

2 laser cannons\*  
2 cluster missile launchers\*

\* = used in the game

You'll feel like a real James Bond now!

How to unlock: The ONLY way (unless YOU'RE up for finding this dealership and paying \$120000) to unlock this is to input the passcodes: !ZUVIEL! then enter !BENZIN!

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III. FAQ/Walkthrough for the Buick  
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NOTE: For this walkthrough, I'll assume that you have the following upgrades:

Advanced Cluster Missiles (found: Prisons of the Maw)  
Homing Cluster Missiles (found: Battle of Endor)  
\*\*\*\*\*OPTIONAL\*\*\*\*\*  
Advanced Shields (found: Death Star Attack)  
Advanced Lasers (found: Battle of Hoth)  
Advanced Targeting Computer (found: Strike at the Core)  
Advanced Proton Bombs (found: Razor Rendezvous)  
Spread Proton Bombs (found: Imperial Academy Heist)

--3.01: Ison Corridor Ambush--

Objective: Get the caravan safely through the Ison Corridor

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

OH YEAH!!! THIS IS GONNA BE EASY!!!!!! Anyways, fly forward until you hear about the TIEs. Now, look around. When you see a group of TIEs, fire off a cluster missile. This will take them all out. Repeat this process for the rest of this wave, and for the second wave. In the nebula, just fire off your cluster missiles in different directions, and you'll beat this mission. Too easy!!!

--3.02: Razor Rendezvous--

Objective: Rescue the Razor by taking out the Star Destroyer

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

MWAHAHA!!! ANOTHER EASY ONE!!! As you are flying toward the shield generator, fire off some cluster missiles. Now, hammer both shield generators with lasers and clusters. Kill yourself. Once you are back, speed (but watch out for police) toward the bottom shield generator. Unload all of your clusters on it, as well as your lasers. Now, get in range of the command deck, and show it a head-on crash. This won't count as a death, and the mission will end.

--3.03: Vengeance on Kothlis--

Objective: Provide cover for the commandos as they attempt to rescue the stolen data from the Razor

\*\*\*\*\*THIS STRATEGY CAN BE USED TO GET A 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 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 Tibbana gas, from the Empire. Make sure you don't destroy too many ^\_^

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. This first part is really just about destroying all of the TIEs. TAKE THEM OUT WITH LASERS ONLY. 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. Now, use your clusters WHEN YOU ARE NOT FACING THE GAS TANKS. Once all the TIEs are down, the mission is over.

--3.05: Battle of Endor--

Objective: Normally, I would talk about stalling while Solo disables the shield generator. But, since you are using a ship with clusters, BEAT THE HECK OUT OF ALL IMPERIAL FORCES!!!!!!!!!!!!

\*\*\*\*\*THIS STRATEGY IS THE BEST TO GET A GOLD MEDAL\*\*\*\*\*

MEHEHEHEHEHE. This will be fun. At the beginning, turn around until the TIEs arrive. There, unload about half of your clusters on them, and laser the rest until you hear about the bombers.

### STAR DESTROYERS

Bombers	Fighters	Interceptors
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Go to where the bombers come out, and take them out with your clusters. Now you're headed to the Star Destroyers. Go on the bottom left side of the screen, and use your remaining clusters on the TIE interceptors that are coming toward you. Assuming that you haven't died, do a head on crash to the command deck of the right Star Destroyer. It WILL be destroyed if you rammed it correctly. Now, take out the three generators of the left Star Destroyer. Shoot SOME clusters and a lot of lasers at the command deck until it is destroyed. Now, go around shooting off all of your clusters to take out the TIEs. Soon, the Death Star's shield will be down, and the mission will be complete.

--3.06: Endurance--

Objective: live and destroy all Imperial forces

The only secret here, is to die once every ten waves, and use your clusters wisely. HA

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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, now would I?)

Version FINAL: I added some nifty ASCII art

Version 2.0: See my other FAQs for what I did

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

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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...

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

END OF FILE

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