



## Contact

-----

If you have something to add to the FAQ or comments about it, feel free to contact me at Proudnerd255@gmail.com Any useful additions/corrections will be credited.

## Allowed Sites

This FAQ may only appear on:

[www.Gamefaqs.com](http://www.Gamefaqs.com)

[www.Neoseeker.com](http://www.Neoseeker.com)

If you see it anywhere else contact me. If you want it on your site etc ask me first and chances are I'll say yes. Do NOT edit this file yourself; I will add you to the allowed sites list. If you use it please check for new versions now and then at any one of the sites above. If you're charging for it or access to it in any way, contact me and we'll make a deal.

## Contents

Press Ctrl+F to open Search and search for the section's name.

1. Controls
  - Pad One
  - Pad Two.
- Piloting
  - Taking Off
  - Navigating
  - Flying
  - Fighting
  - Landing
  - Autorotation
3. Weapons
  - Guns
  - HellFires
  - Sidewinders
  - Stingers
  - FFAR
  - TOW Missiles
4. Units
  - Allied
  - Infantry
  - Tanks
  - Sams
  - APC
  - Artillery
  - Anti Aircraft Guns
  - Helicopters
  - Planes
  - Others.
5. Personal
  - Ranks
  - Medals
6. Playable Helicopters

- LHX
- LHX cockpit description
- Apache
- Apache cockpit description
- Effects of damage

7. Walkthrough

7. Credits

## 1. CONTROLS

-----

If you got this game without a manual you might need this section.

### 1.1 Pad One

Dpad up: Throttle up. Push it longer to go faster and drop the nose further

Dpad Down: Throttle Down. Push it to lower your speed. When stopped push it to go backwards. Push it longer to reverse faster and raise your nose.

Moving backwards can be useful for getting helicopters in your line of sight if they are at a higher altitude than you.

Dpad right: Rotate right Dpad left Rotate left

A: Change weapons

B: Fire selected weapon

C: Fire chain gun

Start: pause

Up+Start: Ascend

Down+Start: Descend

B+Start: Activate winch (below 20 feet)

Start+C: Switch onboard computer between Navigation and Combat mode

A+Start: next waypoint

### 1.2 Pad two

A: Fire weapon one

B: Fire weapon two

These controls fire the weapons without any kind of lock achieved, unless you have the weapon selected and locked

they will simply fly straight.

C: Chain gun

Up: Push nose down

Down: Push tail down

Use these controls to line up shots with the FFARs.

Start: Toggle time warp. Time warp makes time pass in game four times faster and is useful if you want to get to and from distant waypoints quickly. Be careful with these controls as steering and landing is much harder if you're not used to it.

## 2. PILOTING

-----  
This section explains how to fly from taking off, navigating, fighting and landing

### 2.1 Taking Off

Taking off is as simple as flying straight up. Hold start+up till you get to about 150 feet.

### 2.2 Navigating

First press start to have a look at your map, if you didn't in the briefing to see how far you have to go. When back at the cockpit, press C+Start to switch to nav mode and you can see each waypoint, their distance and relative heading compared to your current heading.

Your navigation computer is always set to your first mission waypoint, whatever that may be. Press Start+A to change your current waypoint. The selected waypoint's text will be bright green.

Look at your compass. Your compass is at the top centre of your Head Up Display (HUD). In the compass is a small line; that is the heading to your currently selected waypoint, the arrow on the compass is your current heading. If you're a long way off course, a large red arrow will appear indicating the way to rotate to bring the arrow into the screen and therefore fly towards your destination.

Align your centre arrow with the notch to fly directly toward your waypoint. Once you get close enough to a waypoint, your Nav Computer will switch to the next one, even if you haven't finished your work at the current one. Make sure you've done what you need to do before you leave.

### 2.3 Flying

Press forward for a few seconds until your speed reaches maximum (340 knots for the LHX 270 for the apache). Refer to the controls section for flying controls

### 2.4 Fighting

When a target comes into your view it is superimposed by a square. This means you are currently tracking that target and that it is still a long way off. Your maximum spotting distance is about 2 miles. Your targeting computer will beep when a target is being tracked.

The closest target is always chosen to be tracked, though there may be much more dangerous ones. Press left or right on pad two to change the tracked target.

The right screen in the LHX is your radar screen. Targets of any alignment; neutral, allied or enemy are shown as dots; flashing red dots are units firing at you, bright white dots are missiles in flight. Use this to keep track of what's going on in a confused battle.

Listen to your co-pilot. He will alert you to juicy targets or danger from a direction by telling you to look in that direction, either "look left" or "look right".

He can also say "behind you" which is an important one because things behind you are usually enemy choppers.

"Incoming!" means enemy aircraft from any direction, "Lets rock!" means a lot of enemy targets around you and "Toasted!" is when you kill an enemy.

He will also say "Mission accomplished" as soon as you complete your mission, so you can be sure you're finished. Not only is he fun to have around, his warnings can be very useful.

Don't fly at high altitudes (1000 feet and above). Doing so makes you extremely easy to see and show up on the enemy's radar.

Aircraft are dispatched to your area when you have been detected by enemy units by as flying near them so they track or fire at you. They take off from the nearest enemy airbase and fly to your area. All aircraft have limited fuel and if they are not shot down and you stay alive, they will eventually fly back to their airbase and land and disappear.

Flying at high altitudes like around 2000ft causes aircraft to scramble at the nearest airbase as they see you coming on radar. You'll see the message "Scramble at (name of airbase)." Scrambling is quickly getting as many aircraft in the air as possible to intercept an incoming attack, rather than waiting to be caught on the ground and you'll start getting a lot more aircraft after you. This is only recommended if you really want to fight aircraft and aren't badly damaged.

Use your chain gun and save your precious missiles. Targets only need a second or two of chaingun fire to die.

Never use your Sidewinder missiles for anything but aircraft. They are ineffective against armour and are your only dedicated anti aircraft weapon.

If you aren't after a fight with aircraft, stay away from enemy airfields. Allied airfields are yellow, enemy ones are black on the map.

It's possible to use your chain gun to down helicopters. Enter nav mode and when you fire your chain gun you'll notice it fires straight and not at a target. Climb until you are on the same level as the aircraft, get the heli in your centre crosshair and fire your guns.

Just a small burst will down a helicopter and it really saves missiles.

Take out Command and Control (C&C) vehicles before anything else if possible. They support the surrounding unit's tracking and targeting abilities. Taking them out will break all nearby unit's tracking and make it harder for them to get a lock.

## 2.5 Landing

You can land anywhere there is clear ground, but you should always try to land at your assigned destination on your map unless your helicopter's shot to bits, or you're wounded.

Landing at another airbase gives you fewer points since you disobeyed orders. Landing on the ground in friendly territory can result in you being picked up by a friendly chopper or captured and taken to a POW camp and escaping. Both of these let you continue the game as normal; you will be told what happened and sent to the debrief.

Landing in enemy territory will almost always result in you disappearing without trace, which is a game over or rarely being captured and escaping or traded for another POW which lets you continue. On difficulties higher than very easy moving too fast when you hit the ground will make you crash. Press and release down+start in the last 20 feet to touch down gently.

## 2.6 Auto Rotation

If you lose your engines for whatever reason you can still land safely using a technique called Autorotation. When your engines stop, if you're not moving at maximum speed do so ASAP as the speed keeps you main rotor spinning. Then as you approach the ground, press Up and Start like you were trying to climb, pressing and releasing to try to touch down safely. It's very easy to hit the ground too hard and crash and it can be hard to actually touch down as you'll keep going up a little sometimes. The higher the difficulty level, the less leeway is given to how hard you can hit the ground without crashing.

## 3. WEAPONS

-----  
This section contains descriptions of the weaponry available and how best to use it.

### 3.1 Guns

Your chaingun is effective against everything, even aircraft if you know what you're doing. It has by far the most ammo and should always be used instead of missiles if possible. The chaingun also has a white tracer to show the path of your shots.

Keep advancing on the target until the % under it starts to rise. This is the chance that a shot from the currently armed weapon will connect with the target. You should wait until the target is 100% or close to it before firing.

### 3.2 HellFires

Hellfires are highly effective against all kinds of armour and are the

most powerful missiles you have. They aren't too good against buildings. They are too slow to hit jets but work fine against slow moving helicopters, if you can keep the heli in your view until impact.

When you first see a target it will have a tracking square over it like any weapon. As you close in the percent count will start to rise. Once it reaches about 70% a diamond will appear over the square and the targeting computer will hum. The camera view will also confirm a missile lock has been achieved. If you fire now the hellfire will track the target as long as you hold it in view.

Hellfires are laser guided missiles: a laser designator is fired at the target, the missile then homes in on the laser's reflection. This means you must hold the target lock until impact. If you change targets while the missile is in flight it will attempt to turn and go after the new target. If the target goes out of view, you switch to navigation mode or you switch weapons, the missiles lose their guidance. They will simply fly straight into the ground, or if you're lucky the target if the missile is already closing in. You cannot fire multiple Hellfires at different targets, since they will all go to the currently designated target. Firing multiple Hellfires at one target is fine; they will all be guided.

### 3.3 Sidewinders

Sidewinders are anti air missiles and are your longest range missiles. They are extremely effective against aircraft and unarmoured ground targets such as SAMS. Sidewinders are next to useless against armour; three sidewinders are needed to destroy a T-72.

Sidewinders are heatseeking fire and forget missiles. You just get a target lock and fire and the missiles will track the target without your help. You can change targets, change your view or do anything else and the missile will still independently track the target. This makes it possible to quickly nail individual targets at once. Try to use Hellfires or your chain gun against helicopters and save sidewinders for airplanes.

### 3.4 Stingers

Stingers are air to air missiles found only in crates. They are smaller than Sidewinders and you can carry twice as many of them. They still take down aircraft in a single hit. Always use Stingers when you can, as the greater carrying capacity is a real boon.

### 3.5 FFAR

Folding Fin Aerial Rockets are unguided rockets designed for destroying buildings. You can carry a lot of them and they fire fast, but they are completely unguided. If you want to use them against anything you have to perfectly align your centreline crosshair with the target and use the pitch controls to line yourself up before firing, or simply lower or raise your altitude to line yourself up. You occasionally get FFARs in a few selected missions one easier difficulties and you'll often find them in crates.

### 3.6 TOW missiles

Tube launched Optically tracked Wire command link guided missiles or

TOW missiles are the rarest type of missile in LHX. If you pause and turn on missile view you can directly steer the missile using the D-pad. This also works in the standard cockpit view when you fire but it's almost impossible to see and control the missile. TOWs are effective against all targets, but are too slow to hit airplanes. You sometimes get them in missions on easy difficulties and can find them in crates.

#### 4. UNITS

-----

This section has descriptions of enemy units, what tactics they use and how to wipe them out.

##### 4.1 Allied

Don't attack these troops. They won't hurt you and doing so will reduce your score.

M2 Bradley Armoured Personal Carrier

M1 Abrahams Main Battle Tank

UH-60 Blackhawk Transport Helicopter

Infantry with solid green (not camo) clothes on are allies and are always called "Man" rather than "Man with AK-47" etc.

Any buildings at allied airfields obviously.

The Ka-34 Hokum in one of the last missions.

Buildings can be allied or enemy depending on where you are.

##### 4.2 Infantry

Infantry are almost completely harmless to you. They are awful at finding you, take forever to track you and have weak, slow weapons. It seems they are more scouts than anything. If you encounter infantry and they manage to track you before you kill them, you'll almost always encounter aircraft later on. They seem to be good at reporting your position and do so faster than other units. One burst of 10 chain will kill them.

AK-47 infantry

Man in grey shirt and camo pants holding an assault rifle

Common

Threat assessment: As close to zero as you can get without being zero.

Guidance: None

Hits to kill: 10 chain

As you'd imagine rifle infantry is no match for an attack helicopter. They take a very long time to track you and even after they achieve a tracking lock they often lose you again and have to find you. When they fire they do so slowly and their shots do almost no damage. They also have a rather limited amount of ammo. After about ten shots they will stop firing and sit there helplessly.

SA-7 infantry



Man in fatigues with RPG

Common

Threat assessment: A tiny bit more than the AK-47 soldier.

Guidance: Radar

Hits to kill: 10 chain

These are infantry with man portable SAM launchers. Like other infantry they take a long, long time to track you and tend to lose their tracking often. When they fire, the missile is very inaccurate and will almost always be fooled by chaff. They only have one rocket; I have never seen them fire twice.

SA-14

Looks the same as SA-7 infantry

Common

Threat assessment: Same as SA-7

Guidance: IR

Hits to kill: 10 chain

This is just like the other SAM infantry, but uses IR tracking.

#### 4.3 Tanks

Tanks aren't all that effective in fighting aircraft. After all that isn't their job. The T-80's Songster can be a pain though.

T-72

Brown tank with white turret

Common

Threat assessment: Very, very low.

Brown tank with white turret

Guidance: None

Hits to kill: One hellfire, two FFAR, three sidewinders, 40 rounds chain.

These are easy to deal with. Their only weapon is their main gun which must be pointing directly at you to be able to fire. They rotate slowly, take a while to track you, have a low rate of fire and can't take much punishment, so just wipe them out. Don't waste Hellfires on them, use your chaingun. If you stay still long enough they will shoot you with their main gun doing a fair amount of damage.

T-80

Black tank with white turret

Rare

Threat assessment: Dangerous if not taken out quickly.

Guidance: Laser guided missiles

Hits to kill: 2 Hellfires, too many sidewinders, about 120 chain

Much more dangerous than the older and cheaper T-72, the T-80 has the toughest amount of any enemy unit, fast tracking and a laser guided Songster missile that none of your countermeasures have any effect on. The main gun must be pointing in your general direction to achieve a target lock, so if possible approach these tanks from behind so they have to turn around slowly. Always take them out first in a firefight and don't stop moving.

#### 4.4 SAMs

SAMS are one of your biggest threats. Obviously made solely for taking

out aircraft, you'd be wise to wipe them out first in a firefight. If your chaff/flare dispensers are damaged or if you're out of them, don't fight SAMS because they will shoot you down very easily.

#### SA-6 Gainful

Yellow SAM launcher with large white missiles

Common

Threat assessment: Low

Guidance: Radar

Hits to kill: One of any missile, 30 chain

This SAM launcher isn't much of a threat. It takes ages to fire and I don't think I've ever seen it hit me. Just shoot it.

#### Sa-9 Gaskin

Grey SAM launcher with small rack of SAMS

Common

Threat assessment: Low

Guidance: IR

Hits to kill: One of any missile, 30 chain

These fire rather weak and very inaccurate heat seeking missiles. They take forever to track you by day, and by night they will probably never find you. Even without flares, their missile often won't hit. Just shoot them.

#### Sa-8 Gecko

Yellow SAM launcher with rack of SAMS, rotating antenna and six wheels

Uncommon

Threat assessment: High

Guidance: IR

Hits to kill: one missile or 30 chain

These are very accurate; often hitting you even you have jammers and flares. They also do a fair amount of damage. Always take them out quickly in a firefight.

#### Sa-11 Godfly

Green SAM launcher with large blue windscreen and large grey missiles

Rare

Threat assessment Average

Guidance: Radar

This is a rare SAM, you'll hardly ever see it, but it's really nothing special, much like the Gladiator and you should have no trouble with it.

#### Sa-12 Gladiator

Purple and white SAM launcher with huge white missiles on rack

Very Rare

Threat assessment: average

Guidance: ?

hits to kill: ?

Sa-12s are very rare; you see them only as a mission objective in a few missions. Despite their rarity they aren't anything special and should pose no problem to destroy.

Sa-13 Gopher

Dark yellow SAM launcher with treads

Uncommon

Threat Assessment: High

Guidance: IR

Hits to kill: any missile 30 chain

These don't seem to be as accurate as the Gecko, but they can still hit you very easily and they do a ton of damage. Take them out without any hesitation.

#### 4.5 APCs and IFVs

APCs and IFVs are a pretty pathetic collection of enemies. They aren't equipped at all to fight aircraft and they are armed with weak machine guns that can barely hurt you.

BRDM-2 Armoured Car

Grey APC with flat top

Common

Threat Assessment: Almost harmless

Guidance: None

Hits to kill: One of any missile, 40 chain

This is probably the most pathetic excuse for an enemy in the game. They are fragile vehicles with weak 7.62mm guns that won't even faze your amour. Since they use no tracking they will fire directly at you: if you keep moving they will never hit you. Even if you're hit they will do next to no damage. The only way to be killed by one of these is to stop and sit there while it shoots dozens of bullets at you. If you want a purple heart you can try hovering near one of these and hope it gets a bullet into your cockpit.

BTR-70 Armoured car

Grey, eight wheeled vehicle with large gun on top

Common

Threat assessment: almost harmless

Guidance: No missiles

As above these are almost defenceless against aerial threats. They pack a larger 12.7mm gun but it's still completely ineffective against you and they won't hit you if you're moving.

#### 4.6 Artillery

These are dangerous only if you stop moving. They don't track your movements and flying across their field of fire will prevent them from hitting you. If they manage to nail you though they do a lot of damage. Just a few hits can pierce your amour

S-60

Large free standing artillery gun

Common

Threat assessment Low

Guidance: None

Hits to kill: 30 chain any missile

The only artillery capable of firing, it's very quick to track you and fires very quickly. As said above its unguided, so fly across its

field of view to avoid being hit. Try not to approach them head on or they can hit you and they hurt.

S-23 180mm gun

Big gun with a large yellow shield

Uncommon

Threat assessment: They never fire so it's harmless

Guidance: unknown since they don't fire, but I'd assume none

Hits to kill: 50 chain 1 of any missile

180mm! Whoa this thing could rip a hole the size of your head in you! Don't let the size of the gun worry you these things never shoot. I don't know if it's a bug or what, but they never fire ever. This is simply fodder.

#### 4.7 Anti Aircraft Guns

These are some of the most dangerous foes since they are designed solely for taking out aircraft. The Shilkas are exceedingly deadly.

ZSU-23 Shilka

Green vehicle with four gun barrels

Common

Threat assessment: One of the biggest threats. Extremely deadly if not taken out fast.

Guidance: Movement prediction

Hits to kill: 50 Chain

The Shilka is the most consistently annoying and dangerous enemy in the game. They are very common and use a system where they aim their quad 23mm guns at where you are going rather than where you are. This makes flying across their field of view completely ineffective. When approaching a Shilka keep zigzagging, never fly in a straight line. This confuses its tracking and it won't be able to hit you. It takes a fair bit of practice to do this well. They fire quickly and do decent damage so take them out quickly.

ZSU-30

Looks just like a Shilka

Threat assessment: Same as ZSU-23

Rare

Guidance: Movement prediction

Hits to kill: 50 or so chain

This is exactly like a Shilka in every way. I'd assume the name change means it has 30mm guns instead of 23mm, but it seems no different.

It's a rare unit and you won't see it often at all.

ZSU-57

Yellow and green vehicle with two gun barrels

Threat assessment: Low, you'd have to sit in front of it to get hit.

Uncommon

Guidance: None

Much less of a threat than its newer and more advanced brethren, the ZSU-57 takes a while to track and when it does it has a very slow firing rate and simply fires straight at you. It's rare for these things to even fire at you let alone hit you.

BMP-2

Large yellow tank like vehicle

Threat assessment: Low its lack of path prediction and useless SAM make it a pretty sad opponent.

Rare

Guidance: Radar for missile

Hits To kill: 50 Chain, One of any missile

I'm not sure what these are but they aren't much chop. They have a single SAM that they will fire first which has never hit me and then follow up with their main gun which is just fired at where you are. While it's one of the few enemies to have both missiles and guns it's not much of a threat. You only see these in Central Europe.

#### 4.8 Helicopters

Helicopters are by far your deadliest foes. They are fast and mobile and often have accurate weapons. Helicopters are at their most dangerous after you've completed a mission and are flying home, likely damaged and running low on ammo. They can chase you and unload their accurate missiles on you, blasting you out of the sky. Some helicopters will try to kamikaze you, doing a lot of damage. Even the Mi-8 Hip can do damage if you're not careful. Helicopters have a limited amount of fuel. If you watch them in target view you'll see they eventually retreat and land at a nearby enemy airfield. Helicopters like to fly at about 1000 feet and you should gain altitude to get a clean shot.

Mi8 Hip

Black, boxy helicopter

Uncommon

Threat assessment: Can be deadly if it gets close, but otherwise it has a hard time getting in a good position to shoot you.

Guidance: none

Hits to kill: One Hellfire or Sidewinder, short burst of chain

The Mi8 Hip is a slow helicopter with optical tracking which uses large barrages of unguided rockets. They may not be accurate, but if allowed to get close enough they will hammer you with multiple rockets, causing a lot of damage.

Since their rockets are unguided, Hips must be very close and lined up with you perfectly to have any hope of hitting you. Unless you fly very slowly or remain stationary they won't have much of a chance of hitting you.

Hips are no threat at night because of their optical tracking. They will have a hard time even finding you and you can shoot them down easily.

Hind A, D or F

Yellow sleek helicopter with vent above canopy

Common

Threat assessment: Dangerous, even more so if you're already damaged

Guidance: Radar

Hits to kill: One Hellfire or sidewinder short burst of chain

The Hind A is the weakest among the Hinds with the weakest weapons and the F is the toughest with very accurate and deadly weapons and a very effective tracking system. The D is somewhere in the middle. Take them out fast.

Mi-24 Havoc

Rare

Threat assessment: Medium It's a very tough helicopter and very agile.

Guidance: ?

Hits to kill: Two sidewinders, one hellfire

The Havoc is a Russian built rip off of the AH-64 Apache. It's not anywhere near as deadly as the playable Apache, but it's the toughest air unit in the game, needing two sidewinders to take down. It's very agile and it is constantly moving and evading your fire and it looks almost the same as the Apache.

Because it's so rare it's hard to tell how dangerous the Havoc is, but because of it being like the Apache, I suggest you take it out ASAP.

#### 4.9 Airplanes

Mig 27 Flogger

Black jet with red nose

Common

Threat assessment: Really only dangerous if you're completely out of countermeasures. Its weapons are too inaccurate. If you have no chaff it's extremely deadly since it's so fast and will rip you apart.

Guidance: IR

Hits to kill: One Sidewinder, don't even bother with chain, one Hellfire

Floggers are the most common airplanes you'll see. They are very fast; you usually won't see them coming until they begin to circle you, trying to achieve a weapons lock. As a plane, they are much faster than you and its impossible to run from them. They usually can't chase you for long before heading back to base to refuel, so if you can't kill them, just try to stay alive until it's forced to retreat.

The Flogger is very inaccurate, meaning it will usually never hit you if you have any flares left and takes forever to track you. If you're out of flares however they are utterly deadly, able to keep up with you and hammer you with missiles until you're dead. They are too fast to hit with the chaingun, use Sidewinders if you can, but don't use them when the Flogger is flying across your view as the missile usually can't turn fast enough and will shoot right past it and miss.

Wait till the Flogger is flying straight towards you or away from you or at a less extreme angle, so the missile has a chance to turn.

If you're forced to use Hellfires, use them only when the plane is flying straight towards you and turn or climb to keep them in your view. Hellfires can outrun Floggers over very short distances.

Su-27 Frogfoot (Wrong name, should be Flanker)

Yellow jet

Rare

Threat assessment: Very dangerous. It can fly slowly enough to pound you with its powerful cannon thanks to its low minimum air speed and it has a large load of accurate missiles.

Guidance: IR

Hits to kill: One Sidewinder, don't even bother with chain, one

## Hellfire

The Frogfoot is the deadliest plane in LHX. It has powerful missiles as well as a strong nose mounted cannon. It's capable of flying very slowly without stalling and raining ordnance down on you and it is very agile. The Frogfoot has more fuel than the Flogger and when it's out of missiles it will fly behind you and hammer you with its cannon, which you are too slow to escape from. You don't have a hope of escaping it, so the best you can do is destroy it with a Sidewinder or Hellfire, which is easier since its slower than the Flogger and thus much better at staying behind you out of your view. You can also evade its fire (much easier said than done) until it hits bingo fuel.

### 4.10 Other

C&C (Command and Control?) vehicle

Flat vehicle with rotating yellow radar dish.

Common

Threat assessment: It has no weapons but supports the units in the local area.

Guidance: N/A

Hits to kill: 30 chain, one of any missile

These units can't attack you directly, but while active they seem to support the surrounding unit's tracking, making it much easier for them to find and hit you, even at night. Make sure to silence these units whenever you see them.

Radar Vehicle

Looks exactly like a C&C Vehicle.

Uncommon

Threat assessment: No weapons.

Guidance: N/A

Hits to kill: 30 chain, one missile

These are seemingly just like C&C vehicles and should be destroyed whenever you see them.

SSC-4 Sepal Cruise missile launcher

Large brown missile platform with very large missiles.

Very rare. There's just one as a mission objective.

Threat assessment: It never fires. Cruise missiles aren't meant for close range combat.

Guidance: Unknown

Hits to kill: ?

This isn't a threat, it doesn't even fire at you and it is just there to be destroyed for a mission objective

## 5. PERSONAL

-----

### 5.1 Ranks

You earn points for completing objectives and destroying the enemy. Killing friendlies and other actions such as going to the wrong airfield or landing on the ground somewhere costs you points. When you get enough points you are promoted. Promotion doesn't do anything in game though but it's nice to see.

You start as a 2nd Lieutenant

1st Lieutenant: 2000

Captain: 6000

Major: 10000

Lieutenant Colonel: 16000

Colonel: 25000

## 5.2 Medals

You can be awarded medals for accomplishing certain things in missions. Medals have no effect on game play but you can see them and at the end of the campaign you are shown all medals you have received.

**Air Medal:** Finish a mission and shoot down six helicopters or planes. It can be a mix of both types. The missions where you shoot down a helicopter and its escorts are best for this.

**Good Conduct:** Complete four missions in a row without restoring your status with a password, i.e. dying or turning the game off.

**Purple Heart:** Be directly injured by enemy fire by having it come through your cockpit's window and make it back to base alive. You don't have to complete the mission. Can be hard to get as getting shot is rare.

**Armed forces Executory Medal**

I'm not sure what you get this for. It looks to be for finishing a lot of missions, I.E. most of the game, without dying or using a password.

## 6. PLAYABLE HELICOPTERS

-----  
This is a description of each helicopter and cockpit.

### 6.1 LHX

The LHX or Light Helicopter Experimental is the more modern and simpler of the two helicopters. It has a much simpler cockpit with electrical instruments and readouts that can be easier for rookies to understand. It's faster than the Apache at 340 knots max, but can't carry as many weapons. Its tail fan is less susceptible to damage than the Apache's tail rotor. The LHX is better for players who like to stay mobile and prefer the faster speed.

#### 6.1.1 LHX Cockpit Description

From the left:

**IR/Radar sensor:** This consists of two lights for Infrared and Radar based attacks. When you're tracked by an enemy unit the appropriate light will turn yellow and you'll hear a warning sound. When you're fired at the light will flash and you'll hear another sound. It will turn red to signify your helicopter's engaging countermeasures. If



they are successful and the missile tracking is broken, the light goes out and the missile harmlessly impacts the ground. If they aren't, the light returns to yellow, the missile closes in and you'd better try some dodging.

Left screen: In combat mode this shows weapon and countermeasure status. In navigation mode it shows levels for fluid systems and your fuel and throttle level. Falling fluid levels are flashing red. Your fuel % turns red when you are below 20%.

Centre screen: This shows a camera view of the target in combat view. If there are no targets it shows navigation status. In nav mode it always shows the status.

Right screen: This is your RWR or Radar Warning Receiver. It shows surrounding units as grey dots, firing units as red flashing dots and missiles as bright white dots. It is identical in both computer modes.

HUD: The Heads up display is made up of the compass, (see navigating in the piloting section for use) the altimeter on the right, the Vertical speed indicator on the middle left and the air speed on the top left. The target's name is also in the bottom centre.

## 6.2 AH-64 Apache

The Apache is the helicopter for players that like a lot of weapons. It has 16 HellFires compared to the LHX's maximum load of 8, though it can only carry 2 sidewinders, compared to four on the LHX. The Apache is slower than the LHX, with a max speed of 270 knots, though it's more than fast enough to get around. Its tail rotor is much more vulnerable to enemy attacks, which can be very annoying. The Apache has a somewhat more complicated cockpit and is generally lower tech.

### 6.2.1 Description of Apache Cockpit

From the left top:

Chaff/Flare count: How many chaff cartridges and flares you have left for defence against missiles.

Fire Control panel: A list of remaining weapons, but it's less intuitive than the LHX, since you have to select the weapon to see its remaining ammo.

Throttle level: The green dial is your throttle setting. The green area is for forward throttle and the red area for backward throttle. This is useful for getting an idea of your speed if your HUD is damaged.

Artificial Horizon: The white and black dial is your relative position to the horizon. When you turn it will change to show it. It's really not much use since you can just see out the canopy when you're turning and is just for show.

Screen: This is just like the LHX screen. Target view in combat mode, nav status in nav mode.

Altimeter: The black dial with the number is your altimeter. The number is in hundreds of feet so 11 would be 1100 feet. The dial is the percent of 100 feet so 11 with the hand straight down would be

1150 feet. You don't really need it since the altitude is on the HUD, but if that's damaged it can be handy.

**Vertical Speed Indicator:** This is the green and red dial below your altimeter and shows the rate of decent or ascent. Red is descending, green is ascending. It's not all that necessary, since it's easy to judge vertical speed, but it can be handy when landing.

**Fluid levels:** These are the green bars to the left of the altimeter and show the levels of your helicopter's fluid systems: Falling levels are red.

T: Throttle  
F: Fuel  
O: Oil  
H: Hydraulics

**Radar Warning Receiver:** This is the black circle below the fluid levels and works just like the one in the LHX.

**HUD:** The heads up display is made up of the compass at the top, (see navigating in the piloting section for use) the altimeter on the top right and the airspeed and Vertical Speed Indicator on the top left.

### 6.3 Effects of damage

**Camera:** You lose your view of the target, distance, heading etc. This shouldn't be a problem, as long as you don't lose your HUD in the LHX, as target names appear in the bottom centre also. In the Apache you won't be able to tell what things are, except by direct visual contact and sound. If you don't know what you're shooting at use the target view.

**Chaff/Flare dispensers:** You can no longer release chaff or flares. This is very serious and leaves you with just your jammers for anti missile defence. If damage to your dispensers happens early in a mission it's a good idea to head back to base before you're killed.

**Engine:** Doesn't seem to do anything but make the motor sound different, you still seem to move at full speed.

**Fuel Tank:** Your fuel tank got holed. You'll start to lose fuel very quickly. Return to a friendly base immediately.

**HUD** Your entire head up display - targeting system, compass, airspeed, everything - disappears. Can be very annoying. Use the nav mode's main screen for judging direction - the headings near each waypoint are how far you have to turn to face that waypoint - watch if the distance to that location goes up or down and turn accordingly. Off course arrow still appears. You can also use your map.

**Hydraulic Lines:** Your hydraulic systems are leaking. Hydraulics are used for steering your aircraft. You can see the pressure percentage on the nav mode left screen on the LHX and the engine status on the centre left in the Apache. If you're still in the air when hydraulic pressure is completely lost you will crash, so return to base ASAP, as you lose hydraulic pressure very quickly and in a few minutes it will be drained. If you're too far away from your base, try a friendly airfield or at least in friendly territory, though you might have to land anywhere.

IR/radar sensors: The IR panel of the left of the LHX stops working, as do the sound alerts. You have no idea when you're being fired upon, except for the actual sound, nor a way of knowing if it's an IR or radar attack.

Jammers: Your radar jammers, your first line of defence against missiles are inoperative. You can still survive with chaff and flares. If you lose both however you're a sitting duck.

Main rotor: Your main rotor is damaged. Makes the aircraft bounce up and down all the time. Doesn't affect its performance, but looks pretty unsettling.

Oil lines: You are leaking oil. The percent remaining is shown in the engine status. When you run completely out of oil your engine will be fine for a while, but suddenly sometime later your engine will burn out and stop. As soon as you get an oil leak you should head back to base, unless you can finish your objective and get back in the next 5 minutes or so.

Monitors: It's possible for any of your cockpit screens to be destroyed, making it go completely blank and denying you information. this can be deadly in the LHX as you will not be aware of fluid levels. watch for notifications of hydraulic system or fuel tank damage, otherwise you might not know, which can be deadly.

Steering lines: Your steering controls are damaged. The helicopter will randomly wander off course and you won't be able to fly very straight. Can be annoying, but it's still perfectly possible to complete a mission like this.

Tail fan/rotor: Your tail rotor/fan is wrecked. This is one of the worst things that can happen. Without the torque to counteract the main rotor spinning, the helicopter will just circle around and around. Trying to move results in flying in circles.

The only possible way of flying is to try to move forward when facing your destination and stopping when you're not. It is very time consuming, but it's possible to return to base like this.

You: You are hit by a shell or bullet that came through the canopy. You'll know for sure by the bullethole in the glass. If you get shot you'll usually be able to stay alive for another ten minutes or so. Get back to a base! When you're getting close to death, the game will say "You are about to die from your wounds", from then you have about 30 seconds to land in a friendly base or you'll simply crash and die.

Sometimes just after you're shot you'll get a warning: "You've been seriously injured". If that happens you have about 2 minutes or less before you get the warning you are about to die. You must land in a friendly base! If you land anywhere else you'll die before you can get to a hospital. Getting injured and living earns you the Purple Heart.

Walkthrough

LHX's campaign is randomized. The enemies are always in different spots and you'll receive missions in different orders. The order here might not match the one you have. If not, just search for the mission objective.

Say for the Armoured Group mission search group. The objectives for the codenames might be different to yours but the codenames still count for that mission of the game you're on. Some missions like Green Rain and Rainbow Veil are fixed and always have the same objectives.

Majestic Twelve: Destroy Command and Control Vehicle. Password: DAAAAGA

Fly to the vehicle marked on your map and wipe out the SA-13 and ZSU-23 guarding it. Blow the helpless vehicle up, then head to your landing point, blowing up anything you can on the way back for more points. You will probably meet aircraft en route to your landing, so don't waste your sidewinders.

Anterior Nova Destroy the bunkers. Password: DAAAIHA

Simply go to the objective and destroy the Shilka guarding them and then use your chain gun on the bunkers as they resist missile attacks. It takes quite a bit of gunfire to kill them, so make sure not to use it up.

Reindeer Flotilla Rescue the pilot. Password: DAAAQEA

Go to the pilot and get him. There's a guy with an AK near him, but it's not like he's a threat. Get near the pilot and reduce your altitude to less than 20 feet. Then slowly inch forward at say 15 knots and get within about 60 feet of the pilot to have him climb on board. Then shoot your way to your landing point.

Phoenix: Destroy the truck convoy. Password: DAAAYFA

Go to the convoy origin, and then fly from there in a straight line to the convoy destination. On the way you'll find the convoy of trucks. Simply shoot them all up and head to your landing airfield. The trucks are moving and you will fail if they make it to their destination, so wipe them out quickly.

Rainbow Veil: Rescue the POWs. Password: DCIAASG

Another rescue mission. Go to the POW camp, but don't start shooting randomly. The POWs are interspersed with other targets there and it's all too easy to be shooting at something, destroy it and without noticing start shooting at a POW, killing him and failing your mission. Carefully kill off any infantry firing at you and any enemy units close to the camp as there are sometimes units right near the camp. Make sure no helicopters are firing at you and carefully pick up the POWs destroying any tents that are in the way of the pickup point. After you have all three on board feel free to wipe out the entire camp, before heading back to base.

Chess: Rescue The Rangers. Password: DCIAITG

Yep, more saving the grunts. Go to the pickup points in any order, sometimes the second is closer to your takeoff point than the first. It's fine to go to that one first. When approaching the landing zones don't shoot the green clothed guys with rifles; they are the rest of the ranger squad that wasn't injured. Simply pick up the casualties then go to the other point and get the others. Then head back to base.

Lobster Quadrille: Escort the Blackhawks. Password: DCIAQQG

In this mission you have to escort two UH-60 Blackhawks as they airlift equipment to a team of Rangers. Start heading to LZ Alpha, wiping out every single enemy capable of shooting you see. If you can see any looking left or right from your path to the LZ, blow them up too so the route is clear. When you get to the LZ blast the enemies there and watch out for the tough T-80 there.

Make sure you don't take too much damage as you do this to try to minimize the chances you'll get something serious like a fuel or hydraulic leak or get yourself wounded that will force you to land before you crash, as you need to be able to hang around.

Head back to your landing base and wait there, still in the air for the Blackhawks to make it to LZ Alpha. They are slower than both playable helicopters and will take a while to get there. Ending the mission before the Blackhawks complete theirs get them both destroyed always. You need to wait at the base.

After a while you'll get the warning that the Blackhawks are approaching LZ Alpha. Soon after you'll be told they are leaving LZ Alpha then get the "mission accomplished" quote from your co-pilot. You can land now and the mission will be complete. Don't worry about your fuel, you have enough to hang around till they complete their mission. You can then land and complete the mission.

You can also follow them to watch as they do their thing. Head back to your takeoff point, after crushing the enemies at the LZ and on the way as described above. On the way you'll see the Blackhawks on the way to to the LZ. Match your speed to theirs and you can follow them to the LZ. When they get there if there aren't any enemies you'll see them land and stay on the ground for a while. They will then take off and start heading to your landing point, though you probably won't have time to escort them there as you'll be running out of fuel and they won't be shot down anyways. You will be running on fumes by the time you make it back to base afterwards.

Hen House: Deliver equipment to the Rangers. Password: DCIAYRG

In this mission you have to airdrop a crate full of supplies to Delta Company; a group of friendly troops deep in enemy territory. Head to Delta Company and when you get there you'll see a group of friendly units and infantry. Hover above the four guys in a square and drop the crate in the target area. Make sure not to shoot any of the friendlies, then head back to base. Oddly blowing up the crate and even Delta Company after dropping the crate still completes the mission, though you'll get almost no points since you lose points for killing friendlies.

Desert Two: Execute the high ranking terrorist. Password DCIABCA

This mission is rather dumb since the briefing says they were going to send B2 bombers to wipe out the camp, but they are all broken (what? broken how? and all of them??) and the service techs don't have clearance to read their repair manuals. (what?)

This is a very easy mission. Just fly to the tent complex and perforate the useless infantry guards. The large brown tent is the only building you need to blow up; once you do you'll accomplish the

mission, evidently killing the terrorist in the collapsing building/explosion. This is the only thing at the camp that needs to be destroyed; the units in the area and other buildings can be left if you wish; though I like to flatten the entire camp.

Flaming Arrow: Shoot down the document carrying helicopter. Password DCIAJDA

The briefing in this mission is sort of ambiguous. Are the US government helping to cover up African government terrorist activities or simply stopping false propaganda about them being terrorists from being circulated and ruining their reputation? Hmmm.

Anyways head to the convoy origin. If you've been fast enough you'll see the helicopters still on the ground and can target the black Mi-8 Hip and blow it up, accomplishing the mission. As soon as you get close/start shooting the helicopters will attempt to take off. While they are on the ground they can be targeted with the chaingun and hellfires will select them as ground targets. As soon as they start to lift off they won't be treated as ground targets. So take out as many as you can before they scramble and take off. When I got to the origin there were two Hinds and the Hip on the ground, one Hind taking off and two hinds in the air, but they could have been aircraft sent in to intercept me, not part of the mission. This mission is a great chance to get the Air Medal as you'll bag a few heli kills and any others you encounter should be enough to get the six you need for the medal. Simply fly back to base and congrats you're a pawn of the government's corruption/the saviour of your ally's reputation.

Plain Aria: Stop the Green Rain dropping helicopter. Password DCIERAC

This mission is an interesting one. Your mission is to shoot down another Mi-8 Hip carrying a deadly biological weapon called Green Rain; a smoke like substance the Libyan government plan to use to kill off a village full of US Rangers as a final show of defiance, even though they have lost the fight, thanks to you.

Don't fly to the Chem Drop on your map. That's just the village where the Green Rain is going to be dispensed. Instead use your map to navigate to the Chem Flight's origin and if you're fast enough you'll see the helis still on the ground, like in the Flaming Arrow mission. If you took a while getting here they may be airborne or gone. If they are gone, quickly start heading towards the Chem Drop from the Chem Flight Origin and you'll find them. Shoot down the Mi-8 Hip to complete the mission and wipe out its guard Hinds.

If you follow them to the village you'll get a message saying that the Green Rain is being dispensed, and the Hip will start dropping circular smoke like green stuff. If you get that message the mission is failed as the biological agent has been dropped and the village is doomed.

This is the last mission in Libya. Now it's time to head to America's favourite place: Vietnam.

VIETNAM

Lobster Quadrille: Escort the BlackHawks. Password: DAYEZBG

Welcome to Vietnam. Whee another annoying escort mission. This is

exactly the same as the last one. Just go to LZ Alpha, killing off anything you see on the way. Annihilate the stuff at the LZ, then wait by your base/follow the Blackhawks until they leave the LZ and your mission is complete.

Reindeer Flotilla: Rescue the Glider Pilot. Password: DAYEBSE

Another rescue mission. The briefing says that the downed pilot has the means to avoid being a POW but would prefer not to use them, but if you fail to rescue him he becomes a POW anyways...

Anyways this is another easy rescue mission. Just go to the pilot, kill the AK toting soldier near him, pick him up and head back to base.

Flaming Arrow: Destroy the Khmer Rebel General's helicopter. Password: DAYEJTE

Another "destroy the gunship" mission. As before, just go to the enemy origin quickly and you'll find the helos still on the ground. Simply detonate them with chain or Hellfires on the ground or Sidewinders in the air and try to kill six to get the Air Medal, if you haven't already got it.

Hen House: Deliver water to the GIs. Password: DAYERQE

Another Delivery mission. Just fly to Delta Company which is a group of friendly units and infantry and drop the crate in the middle of the infantry guys. Head back to base

Lava Lamp: Destroy the Artillery Site. Password: DAYEZRE

And now for something completely different. Fly to the artillery site. There you will find a group of Sa-23 180mm guns and a few other units like Shilkas. Kill off the guards and then wipe out the guns. Sa-23s don't actually shoot either because the devs didn't want them to, or because of a bug. You only have to take out the Sa-23s to complete the mission.

Anterior Nova: Destroy the grounded MIGs. Password: DAYEAKC

Another easy mission. Just fly to the MIGs and you'll see four of them parked on the runway. There will also be two Shilkas (guess that light AA cover mentioned in the briefing WAS actually light AA cover) Destroy them, then use your chaingun or Hellfires since the jets count as ground targets. Then just head back to base.

Gemini: Crush the truck convoy. Password: DCYEILG

Another truck destroying mission. Just go to the convoy origin (which for me was a remote building in the middle of the countryside) and start heading to the convoy destination. On the way you'll see the trucks with no guards at all. Blow the idiots away and head back to base, shaking your head.

Chess: Save more GIs. Password: DCYEQIG

I'm not sure what the briefing is on about for this: A green Looney with a winning manner than got shot first? Is that an inside joke from the devs or what? Anyway this is just another group pickup. Just go

to the two LZs, going to the second pickup first if it's closer and pick up your guys before heading back to base.

Binary Rainstorm: Stop the chem Drop. Password: DCYEYJG

This is just the same as the other chem drop mission. Just ignore the chem drop waypoint and use your map to navigate to the chem origin to find the helos on the ground or on the way to the chem drop and blow them away. Another good chance to get the air medal.

Freedom Train: Save more POWS! Password: DCYEA4E

More grunt saving? There are three this time, so fly to the POW camp. Once you have all three on board, feel free to torch the camp since there's just some AK-47 infantry and no other defenders. This is your last mission in Vietnam. Now you go to the ambiguous "Central Europe" for the game's final missions.

CENTRAL EUROPE

Domino Mirror: Destroy the Cruise missile launcher. Password: DCYEI6E

Welcome to Central Europe. Letting enemies keep cruise missile launchers is a big no no, so fly over to where the missile launcher is, watchig out for the new enemies like the BMP that you'll meet alot of in Europe and you'll find the launcher with a Shilka guard and two Radar vehicles. Blow up all idiots at the site then head back to base. You'd think Russia would protect a cruise missile launcher with more than one AAA.

Chess: Save MORE GIs! Password: DCYGQYE

Wow another GI saving mission. The end of the game is in sight, so stay strong and resist the urge to blow them into fleshy bits for being stupid enough to be captured. They are out in the open with enemy soldiers, so don't shoot friendlies and airlift them out.

Arc Lite: Save MORE people! Password: DCYGYZE

ANOTHER airlift mission. There is nothing different about this one and the enemies guarding them are just as weak as always. Pick the guys up and return home.

Anterior Nova: Destroy the bunkers. Password: DIIGBKG

Well after all that its back to one of the first mission types in the game: destroying the bunkers. Because after all the battle you've seen, this is really a mission that a pilot of your calibre should be given. This, as you'd imagine is a very, very easy task. Just remember the bunkers are resistant to missiles, so blast them with a long stream of chaingun love and head back to base.

Reindeer Flotilla: Save the pilot. Password: DIIGJLG

Now you have to save another pilot but this time he's the pilot of a shot down Apache. How come when you're shot down or crash you never survive but he does? It's a conspiracy! There is nothing different about this from previous missions of this type, so just go and get him.



Hop Toad: Drop supplies to the downed pilot. Password: DIIGRIG

Ohh look another Apache that survived the crash and can be REPAIRED while you always die. Even his co-pilot survived, as the end mission debrief says that he can treat his injured co-pilot.

Anyway the object is to drop supplies for him, so head out there and you'll see a man simply called "Man" standing by himself. Drop the crate next to him and you're finished. Also if you want to be evil, after you drop the crate you can shoot the guy or even blow up the supply crate and you'll still complete the mission just fine.

Olympic Torch: Clear the way for the B-2. Password: DIIGZJG

Well here's something different! Your task is to clear the way for a B-2 stealth plane prototype to complete its test flight. The top brass in the mission briefing sure don't seem too impressed with it and it will get blown away by SAMs despite being stealthy, so it's your job to eliminate the threat. When you get to the runway you'll see the bomber take off in front of you. It will then circle the airfield and head off away from your mission objectives. It is faster than you, but don't worry because it will take a little while to actually head towards the SAMs. You still don't have time to waste though, so hurry over to the SAMs and wipe out the Sa-12s.

Unlike the Blackhawk mission; as soon as you blow up the Sa-12s the mission is complete, even if you land before the B-2 gets there. If you like though you can try to follow the B-2. It is faster than you so this can be difficult but you can go to one of the SAM sites if you want to watch it. It's funny that in a previous mission the briefing said they were going to send B-2s to take out a target, but they were broken and the tech crews didn't have clearance.

If the B-2 is already in service why does it need a test flight? I thought this was a prototype?

Lobster Quadrille: Protect the Blackhawks. Password: DIIGB4E

This is another "protect the Blackhawks" mission. Handle it much like the previous ones and head over and clear out the LZ. Hang around and follow the Blackhawks or go to your destination and wait for the mission to be complete before landing.

Grand Theft Hokum: Escort the Ka-34 Hokum. Password: DIIGJ6E

A new mission type, this time you have to escort the defecting Russian Air Minister in his stolen Ka-38 Hokum to your landing airfield. Take off and head over to the pickup point and you'll see the Hokum marked as a mission goal with some tanks next to it marked as mission goals. Obviously you should destroy the tanks and not the Hokum and wait a minute or two and it will take off. Then just fly with it to the destination. Nothing seems to shoot at the Hokum, so as long as you stay alive and get there with it you should be fine. Of course a Russian helicopter flying with a US helicopter protecting it is a commonly seen sight for the Russian troops.

Once it lands at the airfield the mission is complete and you can land.

Flaming Arrow: Destroy the hitsquad's helicopter Password: DIIGRYE

This is it: the last mission in this long game. A hitsquad has been sent to eliminate the Air Minster you just saved and you have to intercept their helicopter and stop them. Despite what you may think this mission is just like the previous helicopter hunting missions. Just take off, go to the flight origin and wipe them out the same way you have wiped out other helicopter flights. After burning the hitsquad, return to base and set your faithful helicopter down for the last time.

CONGRATULATIONS! you have beaten LHX Attack Chopper!

Credits:

Me for writing this.

Alexander Davidson for making MetaPad, a very useful tool for FAQ writers.

My sisters and mum for being awesome.

SEGA for making great games and systems in the 8bit and 16bit days before screwing up again and again.

Fin