

# Ace Combat X: Skies of Deception FAQ/Walkthrough

by Off\_da\_border

Updated to v1.5 on Dec 24, 2006

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| Ace Combat X: Skies of Deception |  
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FAQ/Walkthrough by Off\_da\_border AKA ODB  
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Version 1.5 - Updated [12/24/2006]

NOTICE: This FAQ does NOT contain major plot spoilers, however, it is not 100% spoiler free. The largest spoiler you will find is non-story related lines from the radio chatter.

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| Introduction |  
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#### 1-1- The Author

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Off\_Da\_Border (Alan Tyler). Years ago, at the times of Ace Combat 2, I hated all kinds of Military air combat games. I wasn't interested the least bit in any kind of military aircraft. People have repeatedly told me the Ace Combat series is an exception, but me being stubborn, I ignore such comments. That is, until Ace Combat 3: Electrosphere came out. I thought I'd give it a try. And the next thing you know is that I wasted weeks of my precious life on this game. It had an insane number of 52 missions, each standing their own grounds in terms of creativeness. I was shocked as I finished the different paths of the story, with all the plot twists I haven't witnessed in any other game. AC3 STILL stands its ground for me as the best Flying game ever. I made sure I don't miss any Ace Combat game since AC3 till now (except for Ace Combat Advance that is).

If you want to ask any questions, e-mail me at: odb.8492 [at] gmail [dot] com  
You can also find me at the Need for Speed Carbon (PS3 and PS2) boards and occasionally at the Ace Combat X boards (DUH) and GTA IV (PS3) boards.

Justpost a message to notify me of your email (if you sent any), but don't flood the boards. I'd say don't post, but do if you must. DO NOT ask the question or requests on these boards, since you'll probably be modded by the GameFAQs moderators for off topic posting... :)

I have a life outside GameFAQs if you haven't guessed, but I'll try my best in replying to your questions or e-mails. DO NOT SEND THE E-MAIL MORE THAN ONCE! Chances are I haven't checked my inbox. Just be patient. The average time to reply should vary from around 1 day up to 3 weeks. I don't guarantee anything though.

You can e-mail the following:

- o Corrections of info in the FAQ
- o Contributions to the FAQ, such as secrets.
- o Praise and thanks
- o Questions NOT ALREADY ANSWERED in the FAQ, DOUBLE CHECK THIS
- o Future requests for any FAQs or Reviews
- o Critiques of this FAQ, as long as IT IS informative and polite
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- o Any mail containing explicit or offensive language
- o Hate mail
- o Any mail containing links to virus infected or porn sites
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- o Anything not in relation to this FAQ and not mentioned in the "can e-mail" list
- o Hard to understand internet jargon AKA "i am teh kewl b3c@w53 i r@wk"

You MUST include "ACX FAQ" in your subject line, otherwise your e-mail will be deleted.

If you want to host this Guide on your site, do not hesitate to e-mail me. Make sure to post a link to your site. I will browse through the site first before deciding.

Other FAQs contributed by Off\_da\_border:

- o The Fast and the Furious FAQ v0.45

Other non-FAQ work by me can be seen in my Contribution List.

## 1-2- The Game and the Guide

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Ace Combat X, the 7th installment in the respectable Ace Combat series released by Namco. This game is amazing IMO, and is probably one of the best, if not THE BEST, game on the PSP. Lots of people told me that it's short, well, it is roughly the same length as Ace Combat Zero on the PS2 if you take the longest campaign path. You'll also get a medal for taking the longest path BTW. The game is the second most creative installment in the Ace Combat series, leaded only by AC3. Namco slapped in the MPG meter, which has different functions depending on the mission, such as showing the G forces, the distance between two objects, the energy level of certain devices, and finally countdowns for certain events. Is this game worth a buy? I've never said this before, but D-E-F-I-N-I-T-E-L-Y.

You can always find the latest version of the FAQ on GameFAQs. Any other sites may get a slight delay of one or two days in updating, since updating the guide on a bunch of sites is a real pain.

Version 1.5

- o Added to the Aircraft section
- o Added a Parts list (not yet complete)
- o Added to the Frequently Asked Questions
- o Added to the Tips/Manoeuvres section
- o Added a Mission Map (completed)
- o Tweaked a few stuff here and there

Note: I was first intending to finish the Aircraft and Parts section before posting an update, but the number of e-mails/message board complaints about the 11B star unit increased exponentially. STOP EMAILING ME ABOUT THE DAMN 11B STAR UNIT! In addition, there were lots of requests to a Mission Map both on the boards and e-mails, so again I added that.

Version 1.3

- o Completed the Walkthrough (!)
- o Completed the Takeoff/Landing/Refueling section
- o Completed the Ace and Star unit Locations
- o Added a little notice to the top of the document
- o Added to the Frequently Asked Questions

Version 0.75

- o Fixed some mistakes (thanks to Dragoljub for pointing them out)
- o Added [www.supercheats.com](http://www.supercheats.com) to the host list
- o Added a part to the Frequently Asked Questions

Version 0.72

- o Added examples for the templates used in the Weapon and Aircraft list sections

Version: 0.7

- o Fixed some mistakes, dunno what the hell was I on when I wrote the FAQ
- o Completed part of the Aircraft list
- o Completed part of the Aces/Star Units Locations
- o Added to the Walkthrough

Version: 0.4

- o Initial Release

What you might expect in the next update:

- o Added a Medals list
- o Completed Aircraft list
- o Completed Parts list

1-3- Legal Stuff

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These are the only places where this FAQ/Walkthrough is allowed to be hosted:

- o [www.gamefaqs.com](http://www.gamefaqs.com)
- o [www.supercheats.com](http://www.supercheats.com)

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+-----+  
| Campaign Mode |  
+-----+

Before starting, I'd like to tell you that the Campaign Mode Walkthrough below is written based on ACE difficulty, so the techniques below should work for easier difficulties as well. E-mail me if there are any variations.

I'd also like to say that you SHOULD look at the Path map at the end of the walkthrough, so that you would know how to unlock certain missions or what paths to take. Mind you, the Max number of missions available in one playthrough in campaign is 17, and the Min is 10.

Finally, the general format for the missions walkthrough...

<Mission Title>

- o <Operation Number> - <Operation Name>
- o Enemies - <#Air>-A/<#Ground>-G/<#Naval>-N/<#Target>-TGT/<#Total>-TOTAL
- o Aircraft Used - First Playthrough - <Aircraft used in 1st Campaign mode play>  
- Second Playthrough- <Aircraft used in 2nd Campaign mode play>
- o Rewards (1st) - <Reward Requirement> - <Reward(s) Unlocked for 1st time play>
- o Rewards (2nd) - <Reward Requirement> - <Reward(s) Unlocked for 2nd time play>

<Walkthrough for the Mission>

2-1- Main Path - Mission 1

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Well, whadda yo waitin' fo? lets start the first Mission!

- o Operation #1 - Skies of Deception
- o Enemies - 8-A / 0-G / 0-N / 8-TGT / 16-TOTAL
- o Aircraft Used - First Playthrough - F-4E Phantom II w/ Napalm Bomb  
- Second Playthrough - XR-45 Cariburn w/ XLAA
- o Rewards (1st) - Finish Mission - A-6E Intruder Aircraft  
- Destroy F-4E "MANTA" - F-4E Special 1 Colour
- o Rewards (2nd) - X-02, S rank - Mercury Engine Part  
- XR-45, S rank - Sylph Wing Part  
- Finish Mission - F-1 Aircraft

Relatively simple and straightforward mission. You will need to slam the afterburners and head to the first group of bombers. These are formed of 2 Targets and 2 Normal Enemies. WIPE THEM ALL OUT. Slow down before attacking the bombers, since they take 4 missiles to go down, and you don't want to overtake them eh? Then head a bit east to the second group of bombers, again, with afterburners. Take all two bombers and two escorts. Now miraculously our ACE, "MANTA", has appeared. Let him eat two of your missiles. Now, you can relax, you only needed the afterburners to catch up with Manta.

Take down the next group of bombers and escorts, and bam, the final group of targets pops up. Just take down the TWO final ESCORTS FIRST, THEN the two final bombers to finish the mission with S rank. Beautiful.

IT'S AN ES DOUBLEYOU BEE EM! EVADE! NOW! You'd know what this means if you actually played the game you know. :)

Save and let's move on to the next mission.

## 2-2- Main Path - Mission 2

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Mission #2. Another boring mission if you'd ask me.

- o Operation #2 - Out of the Fire
- o Enemies - 4-A / 6-G / 0-N / 8-TGT / 18-TOTAL
- o Aircraft Used - First Playthrough - F-4E Phantom II w/ Napalm Bomb  
- Second Playthrough - F-35 Lightning II w/ LASM
- o Rewards (1st) - Finish Mission - JA-37 Viggen Aircraft  
- Destroy A-6E "ARI" - A-6E Special 1 Colour
- o Rewards (2nd) - YR-302, S rank - Hydra Engine Part

Meh, Puna Base. As soon as you start you are greeted with a whooping 150 points AA gun and a more whooping 180 points SAM. Blow them both up. Then target the SAM on the left in the distance, and of course, erase it from existence. USE AFTERBURNERS! Then head to the B-52 aircraft to the right of the SAM, and try to take both down in one run, perhaps using the NPB and standard missiles combined together. Then go destroy most ground NON TARGET enemies (but not all). You should do all that rather quickly if you want to kill ARI and get the extra reward.

Sometime around 8:00 minutes left, search the skies above the base for ARI. You should find him easily. Take him down!

Continue finishing off ALL non target enemies, including enemy aircraft, then take out all targets. Voila, another mission down with an S rank! :)

## 2-3- Main Path - Mission 3A

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Mission Number 3. Don't you just love Air to Ship attacks? Because I hate them.

- o Operation #3 - Prelude
- o Enemies - 2-A / 5-G / 12-N / 9-TGT / 28-TOTAL
- o Aircraft Used - First Playthrough - F-4E Phantom II w/ Napalm Bomb  
- Second Playthrough - F-35 Lightning II w/ LASM
- o Rewards (1st) - Finish Mission - XFA-24A Apalis Aircraft [P]  
- Turbo Engine Part  
- Adv Trimtab Part  
- Scale Armor Part  
- Destroy JA-37 "SABER" - JA-37 Special 1 Colour
- o Rewards (2nd) - XFA-24A, S rank - Earthshaker Part  
- Finish Mission - Mig-21 93 Aircraft

Now that's a CRAPLOAD of rewards. Anyways, let's start the mission. Basically you want to smoke all ships in the harbor, AND prevent all new ships from entering the region, then smoke out some non targets to get the point requirement for the S rank. You'll probably run out of missiles here, so switch to HUD view whenever you'll use the Machinegun, since it makes targeting easier.

First, destroy the pathetic CH-47 right in front of you. Then head to the clump of targets below and pick off the SAM and AA guns to make your life easier, then finish off the Cruiser. I advice you to do this in TWO RUNS only (and if you're lucky, one), the first to destroy the SAM and AA gun, and the second for the Ship itself. Then, head left to the Flak gun and destroy it for the nice 200 points. Turn around and circulate the harbor in an anticlockwise manner, sweeping everything in range, until you reach the bridge. DO NOT TAKE DOWN ANY

FLYING AIRCRAFT NOW.

Once at the bridge, smoke the entire fleet of Landing Ships and Frigates. Then smoke the two A-6Es near the fleet. Open your map and head to the next fleet with your afterburners engaged. To the left of the fleet is two F-4Es. Smoke them as well and ignore the fleet until you do so (unless you waste too much time with them, in that condition go destroy the fleet first). Once dealing with the fleet, try to destroy them with guns to save the missiles for the aircraft. Yeah, I know, it's a frustrating mission, especially on Ace where one missile can turn you into a pie.

Head to the next fleet, then smoke all non target ships and all target ships EXCEPT ONE. Then smoke the three JA-37s flying near the fleet. But hey! It's our friend SABER! But why is he so shy, flying a bit to the northwest from his fellow pilots? Give him a few missiles of encouragement!

Once you're done with Saber, wipe off your sweat, the hard part is over. If you followed the walkthrough, just go finish off the dumb lone ship you spared a few moments ago, and there ya go, another S rank. My advice though is to just try to kill Saber in your first playthrough, then aim for the S rank in your second playthrough with a more powerful plane. The method above secures both objectives even when you're using an F-4E, but it is STILL hard, especially at high difficulties such as HARD or ACE.

#### 2-4- Crosspath 1

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There, our first Crosspath. What's a crosspath you say? It is essentially when a single path deviates into multiple paths for career mode. You get to choose what mission to do, and your decision affects what missions you will do for some time. You can choose one of the following paths. The missions DO NOT NECESSARILY HAVE TO BE IN ORDER (except for the first one of course, which determines the path you'll go into). And yes, you can skip certain missions in the middle if you want to, though I advice you not to do so (as it will just remove the number of rewards you get for the playthrough) unless you are aiming for the respective medal.

- o Path 1A - 4A
- o Path 1B - 5A
- o Path 1C - 6A

Then, depending on which order you play the secondary missions, you will access either 7A or 7B, and get different rewards. I will upload the entire chart soon.

#### 2-5- Mission 4A

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So, you've chosen Path A, huh? Wise choice, wise choice.

- o Operation #4 - Last line of Defense
- o Enemies - 1-A / 0-G / 0-N / ?-TGT / ?-TOTAL
- o Aircraft Used - First Playthrough
  - F-4E Phantom II w/ Napalm Bomb
  - XFA-24A Apalis w/ XAGM
- Second Playthrough
  - XR-45 Cariburn w/ XLAA
- o Rewards (1st) - Finish Mission
  - F-16C Fighting Falcon Aircraft
  - Destroy Mig-21 93 "ROSE"- Mig-21 93 Special 1 Colour
  - Destroy Star Unit
    - Extra Airbrake Part
- o Rewards (2nd) - HAH, NONE

Another mission. Boo. Destroy the A-6E right in front of you. Head to the newly found cluster of targets, and blow all the vehicles and launcher. Open the map, and holy moly, REINFORCEMENTS! Go smoke them, FAST! Once you're done, holy moly, MORE REINFORCEMENTS! Destroy the newly found A-10s then go blow up the nasty group of targets to the south. Another group will spawn to the north, go get 'em, along with the extra Mig-23 and JA reinforcements reinforcements. Now once you're done with the reinforcements, destroy one more group of ground targets, then open the map. BAM, ROSE has just appeared to the northwest. Go take her down.

Then just destroy the remaining ground targets, and you're done.

It's a simple mission nevertheless.

#### 2-6- Mission 4B

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There are two versions of this mission, depending on whether you have finished Mission 3C (Captive City) or not. Both versions are the exact same except that if you didn't finish 3C, you'll be stuck with a time limit due to Fuel.

- o Operation #4 - False Target
- o Enemies - 5-A / 0-G / 0-N / ?-TGT / ?-TOTAL
- o Aircraft Used - First Playthrough - F-4E Phantom II w/ UGBL  
- XFA-24A Apalis w/ XMAA  
- Second Playthrough - XFA-27 w/ QAAM
- o Rewards (1st) - Finish Mission - F-5E Tiger II Aircraft  
- Destroy F-14D "SAVANNA" - F-14D Special 1 Colour  
- Destroy Star Unit - CFRP Conversion Part
- o Rewards (2nd) - XFA-27, S Rank - Scarface MBS Part

HAH, an aerial combat mission. Don't you just love transport planes? This one is VERY EASY.

First off, even though it sounds logical not to waste time on the Decoy Aircraft, we will have to take them down for the extra points. The trick in distinguishing the different Aircraft is by their altitude. The lowest Aircraft IS the real one, and the higher ones are just decoys.

Destroy ALL aircraft in the first group, including Decoys and Escorts, but leave the real one for last. Once you're done, head to the next wave, and do the same thing. Repeat until you reach the 4th group.

Once you're done, search the map to the West for two lone aircraft. One is the star unit, and the other is SAVANNA, so take them both down.

Then, head to the final group of transports, and take down all the decoys then the real plane. Mission Accomplished. You won't have time to deal with the escorts, so you can skip them, finally.

#### 2-7- Mission 5A

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Mission Phive Aeh.

- o Operation #5 - Rolling Thunder
- o Enemies - 0-A / 9-G / 0-N / 14-TGT / 23-TOTAL
- o Aircraft Used - First Playthrough - F-4E Phantom II w/ UGBL  
- XFA-24A Apalis w/ XAGM  
- Second Playthrough - F-35 Lightning II w/ LASM



- o Rewards (1st) - Finish Mission
  - Emergency APS Part
  - Mig-31 Foxhound Aircraft
  - Destroy F-16C "ICE"
  - F-16C Special 1 Colour
  - Destroy Star Unit
  - Destructive MSSL Part
- o Rewards (2nd) - HAH, NONE, AGAIN

- Thanks to dragoljub for corrections in the rewards section.

First of all, this mission is tough. Second, you may want to use some machineguns here, but I'll only tell you where to use it. Third, you might want to purchase the UGBL for the F-4E here.

Destroy the AA gun directly in front of you, then the Chopper craft, then the SAM, then the Launcher (all in a straight line in front of you). Take down the bridge to the right with MACHINE GUNS. Destroy the Tank with two missiles, then destroy the other nasty Chopper craft protecting it. Head a bit north from your location, and you'll hear that an SWBM has been launched. Duck below 2400 ft (800 m) until the shockwave clears. To the north of the Davis unit is a Tank, AA guns and a Launcher. Take them all down with an ultra destructive UGBL. Then, head south below the Davis unit, you'll find two lone allied ground units, and a pesky tank approaching to the west of them. Take down the tank and the surrounding units altogether with another UGBL.

Then, DUCK FOR YOUR LIVES! Go back below 2400 ft until the shock clears, then go destroy the annoying tanks and SAM to the east of the Davis unit. If the Davis unit did NOT receive any damage in the entire time till now, ICE will spawn, and of course we won't miss the opportunity to shoot him down.

Now, SWBMs will come like crazy, so be careful. To the northeast of the Davis unit is a beautiful cluster of Hangars and some littered non targets. Wipe them off the surface of our planet with a couple 'o' UGBLs. If you've got the time, go destroy the star unit to the far northeast, a Hangar. Now just go back and protect the Davis Unit by shooting down a few extra non targets then finishing off the remaining targets for an S-rank.

## 2-8- Mission 5B

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YAY! MISSION!

- o Operation #5 - Pinned Down
- o Enemies - 2-A / 15-G / 0-N / 0-TGT / 17-TOTAL
- o Aircraft Used - First Playthrough
  - F-4E Phantom II w/ UGBL
  - XFA-24A Apalis w/ XAGM
- Second Playthrough
  - F-35 Lightning II w/ LASM
- o Rewards (1st) - Finish Mission
  - Mig-29A Fulcrum Aircraft
  - Destroy Mir-2000D "GARANDA"
  - Mir-2000D Special 1 Colour
  - Destroy Star Unit
  - Ligh Engine Part
- o Rewards (2nd) - None

This mission needs accurate planning and execution if you want to kill GARANDA and get an S-Rank. So make sure you're reading this FAQ while playing the mission.

First of all, take down the AW-64 and the SAM in front of you. Then, immediately head left and destroy the bridge. Then, follow the steps in this picture...

[http://show.imagehosting.us/show/1757587/0/nouser\\_1757/T0\\_-1\\_1757587.PNG](http://show.imagehosting.us/show/1757587/0/nouser_1757/T0_-1_1757587.PNG)

...As you can see, what you want to do is trap the Davis Unit in inaccessible parts of the canyons by destroying the bridges. So, when destroying the bridges, make sure the allied unit is on the inaccessible part (the one with no enemies) first. Once you have done all tasks in the map above in order, go destroy some ground targets (the central part is quite dense with ground targets, which means UGBL MAYHEM) until the time runs out. You can also deal with Air targets if you've got enough missiles.

Also, during the entire mission, make sure NO HELICOPTERS come near the Davis Unit. Also make sure that, by the end of the mission, you've got 5000+ points to get an S-rank (and no damage to the Davis Unit), so keep the missiles coming! It will take some time to get the S-rank, so I suggest you just get it in your later playthroughs.

Ah, I forgot to say, the star unit is in the far northeast, it's a ground unit.

#### 2-9- Mission 6A

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WOW, finally a showdown against TEH GLEIPNIR!!!111!one!?!@#\$%^&)( +

- o Operation #6 - The Midnight Sun
- o Enemies - 3-A / 0-G / 0-N / 1-TGT / 4-TOTAL
- o Aircraft Used - First Playthrough
  - F-4E Phantom II w/ UGBL
  - XFA-24A Apalis w/ XMAA
- Second Playthrough
  - XR-45 Cariburn w/ XLAA
- o Rewards (1st) - Finish Mission
  - F-14D Super Tomcat Aircraft
  - Destroy F-5E "GHOST" - F-5E Special 1 Colour
  - Destroy Star Unit - Raven Part
- o Rewards (2nd) - None

Oh my, that's TWO aircraft to be unlocked. Anyways, ignore the Su-27 in front of you, and head to the Gleipnir. Quickly give it all you've got, Missiles and Machineguns. When it disappears, you will be able to barely see it as some "glassy electronic" translucent object. Do not fire missiles at that time, just Machine guns (yes, it can be damaged while invisible). If you do not see it though, don't fire. Keep with the machineguns, and if it wasn't destroyed yet, fire a few missiles when it appears again. Just destroy it before it inflicts damage on the fleet.

When you temporarily destroy it, go finish off the three Su-27s quickly. DO NOT SPEND ANY MORE THAN 60 seconds on them. If you destroyed 2/3, do not worry, and continue the mission normally.

Then quickly open up your map. There is an isolated unit and Aircraft to the east, these are the star unit and some random aircraft. Destroy them, then hit the afterburners and head to the Gleipnir. Destroy a few SWBM's, then duck whenever the Gleipnir launches a missile. Repeat until you destroyed all SWBMs. Quickly try to destroy any escorts while Crux is still chatting.

It is very hard to get an S rank in your first playthrough, as you need to rapidly destroy all escort aircraft AND the Gleipnir. You can do that much easier with a better aircraft, so my advice is to just ignore the S-rank and Ace for this mission, and do it sometime later. The ace should spawn after the mission update near that isolated aircraft I mentioned above.

#### 2-10- Mission 6B

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Well well, another mission.

- o Operation #6 - Ice Bound
- o Enemies - 2-A / 0-G / 6-N / 0-TGT / 8-TOTAL
- o Aircraft Used - F-4E Phantom II w/ UGBL
  - XFA-24A Apalis w/ XMAA
- o Rewards (1st) - Finish Mission - A-10A Thunderbolt Aircraft
  - Destroy Mig-31 "PALADIN"- Mig-31 Special 1 Colour
  - Destroy Star Unit - Terra Hammer Part
- o Rewards (2nd) - None

Another Naval attack mission. Don't these Leasathians get bored? You probably want to purchase new aircraft by now, but the mission is still feasible using the F-4E, so you could save your money, especially that the new aircraft you unlocked are probably not worth it (unless you unlocked the XFA-27).

First of all, take on the two X-29s with the HEAD ON technique (see the manoeuvres section for details). Then go smoke the enemy fleet heading towards your allies. This part is simple, so make sure your allies do NOT sustain any damage (to make PALADIN spawn). If you do it quickly enough, you will have a few seconds of complete freedom without bothering with the mission!

Then, a couple of E-767s will appear. Take down the stranded E-767 and its escort X-29 to the right, and then the E-767 to the left.

MISSION UPDATE! Hah, Namco must screw up something in the mission to make it harder. :) Now 2 aircraft are present in the northwest, one aircraft directly to the north, a unit to the east, and a \*\*\*\*ing Iceberg. Now, you want to destroy PALADIN (to the north), the star unit to the east, AND the Iceberg as quickly as possible. PALADIN loves the Afterburners, so good luck on catching up. HIT THE AFTERBURNERS ALL THE TIME.

Once you're done with PALADIN and the star unit, hit the afterburners and destroy the A-6Es attacking the Naiad. Then head to the Iceberg. It is composed of 3 parts, but I advise you to use guns, FAST, since the Iceberg is pretty big and thus is an easy target, and because you have a missile shortage. Good Luck. It isn't hard but it isn't easy either. Once you're done with the Iceberg, destroy the B-2As and escort the Naiad to safety. It may take some time to master though since the aircraft supply seems to be big. First the A-6Es, B-2As, Mig-31s, F-117As, and god knows what else.

Another S-rank, AND a medal. Gotta love 'em.

#### 2-11- Mission 3B

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You're probably wondering "what the hell is this mission doing after Mission 6". Mission 3B is not really unlocked after 3A, but only if you choose Path 1B or Path 1C (meaning, it's a special mission).

- o Operation #3 - Captive City
- o Enemies - 5-A / 3-G / 0-N / 6-TGT / 14-TOTAL
- o Aircraft Used - First Playthrough - F-4E Phantom II w/ UGBL
  - XFA-24A Apalis w/ XAGM
- Second Playthrough - F-16XL w/ XAGM
- o Rewards (1st) - Finish Mission - Mirage 2000D Aircraft
  - XFA-27 Aircraft
  - Destroy F-1 "SHIVA" - F-1 Special 1 Colour
  - Destroy Star Unit - Extra Ladder Part
- o Rewards (2nd) - None

This mission is a bit relaxing IMO after all the intensity. Start off by wiping out all aircraft in front of you (which includes the star unit, LMAO, see, I told you it's an easy relaxing mission). DO NOT damage the complex (make sure your missiles are going to hit the target, and that the Fuel containers are NOT in the way. Dive down and destroy the cluster of units below you.

After that, destroy the fighters flying above the complex. After some time, you will find SHIVA coming at you from the east, so smoke him.

After destroying the fighters, head to the next complex, and destroy all units without damage to the fuel tanks. Well, one fuel tank is fine, but no more.

#### 2-12- Mission 7A

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The final mission in our current crosspath.

- o Operation #7 - Standoff in the Skies II
- o Enemies - 2-A / 0-G / 0-N / 1-TGT / 3-TOTAL
- o Aircraft Used - First Playthrough
  - F-4E Phantom II w/ UGBL
  - XFA-24A Apalis w/ XAGM
- Second Playthrough
  - F-22 w/ XMAA
- o Rewards (1st) - Finish Mission
  - YR-302 Fregata Aircraft
  - Tornado F3 Aircraft
  - Adv Turbo Engine Part
  - Air Gripper Part
  - Ceramic Armor Part
  - Destroy Mig-29A "FROST" - Mig-29A Special 1 Colour
  - Destroy Star Unit - KEPS Part
- o Rewards (2nd) - None, for some reason.

This one is easy if you know what you're doing. First, destroy all ground units. Then destroy all air units. Then, destroy the respawned ground units. Then the air units... Until you have destroyed both the ground star unit and FROST (both will spawn in some of the respawned reinforcements). My advice is to continue ignoring the Gleipnir and destroy the non-targets even after destroying the star and FROST.

Then, go finish off the Gleipnir. It is pretty simple actually, first destroy the AAs and SAMs, the destroy the shock cannon (this time you don't need to bother about the SWBMs, just the shock cannon). When the Gleipnir fires the Shock Cannon, make sure you are NOT facing it's underside (or you'll be roasted). Shoot the cannon whenever it starts to recharge. Once you're done with the shock cannon, phantastic, you just finished a mission with an S-rank.

#### 2-13- Mission 7B

????????????????????

The final mission in our current crosspath, again. :)

- o Operation #7 - Standoff in the Skies II
- o Enemies - 2-A / 0-G / 0-N / 1-TGT / 3-TOTAL
- o Aircraft Used - First Playthrough
  - F-4E Phantom II w/ UGBL
  - XFA-24A Apalis w/ XAGM
- Second Playthrough
  - F-22 w/ XMAA
- o Rewards (1st) - Finish Mission
  - YR-302 Fregata Aircraft
  - F-15E Strike Eagle
  - Adv Turbo Engine Part
  - Ceramic Armor Part

- Destroy A-10A "FIRESTORM"- A-10A Special 1 Colour
- Destroy Star Unit - Long Range Gun Part
- o Rewards (2nd) - Finish Mission - X-29A Aircraft

Man, I love when they say "IT'S THE GLEIPNIR!". They sound awfully silly. Note the script is ALMOST IDENTICAL to that in Mission 6A. How lame.

Hit the afterburners, and destroy the Gleipnir before it deals any damage to the ground units. If you do it correctly, A-10A FIRESTORM will spawn to the southeast of the map. Go shoot him down.

- Thanks to dragoljub for correcting the Ace Spawning method.

Once you're done with that super-frustrating FIRESTORM, go destroy the SWBM silos on the forrtress. See Mission 6A for details. When you're done, a stupid countdown will pop up, and a lone unit (the star unit) will pop up as well in the middle of the map. Destroy the unit, and then finally go destroy the Shock Cannon once and for all. It will take a good number of hits to destroy this thing.

I LOVE THESE CUTSCENES! THEY ALWAYS CRASH THE MEGASIZED CRAFT INTO THE GROUND OR SPLASH IT INTO THE WATER ON ITS WEAK SPOT FOR MASSIVE DAMAGE! MWAH HA HA HA!

Another S-rank.

#### 2-14- Crosspath 2

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Our second crosspath.

- o Path 2A - 8A
- o Path 2B - 9A

Once again, the final mission in the crosspath depends on whether you've chosen path 2A or 2B.

#### 2-15- Mission 8A

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Another soothing, relaxing mission.

- o Operation #8 - Striking Point
- o Enemies - 7-A / 18-G / 0-N / 0-TGT / 25-TOTAL
- o Aircraft Used - First Playthrough - YR-302 Fregata w/ FAEB
- Second Playthrough - F-35 Lightning II w/ SOD
- Fenrir w/ LSWM
- o Rewards (1st) - Finish Mission - XR-45 Cariburn Aircraft
- F/A-18E Super Hornet Aircraft
- Extra Hardpoint Part
- Destroy X-29A "VIPER" - X-29A Special 1 Colour
- Destroy Star Unit - Hawkeye Part
- o Rewards (2nd) - None

One of the few missions that have a time-based rank. In this mission, you NEED to do everything as quickly as possible if you want an S-rank. One thing I like in this mission is the clustered targets. Just one LSWM from the Fenrir wipes out an entire sector. Yeah, talk about need for destruction.

As you start, wipe out the entire ground defense sector (with FAEBs if you want to, though I'd save them for the last sector) in front of you, along with

nearby aircraft before heading to the next part. Head quickly to the second sector and repeat. Once done with the second sector (and done it quickly enough), you'll find our ace, VIPER, to the northwest.

After taking down Viper, open your map, and you'll find a stray star unit U-2 in the southwestern region of the combat area. Slam your afterburners and destroy the unit for a nice reward. Head back to the last sector and erase all remaining air and ground targets from the surface of our beautiful planet.

Like some others, I advise you to focus on the star unit and the Ace in your first playthrough, then aim for an S-rank with a more capable aircraft in your second/third/fourth/billionth playthrough. If you don't focus on an S-rank in your first playthrough, the mission would be a whole lot easier and soothing.

On a side note, the XR-45 is a must buy. If you've got the money, purchase the fighter, dedicate it to A2A missions, and specialize the Fregata solely to suit A2G missions.

#### 2-16- Mission 8B

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- o Operation #8 - The Wasteland (what a name)
- o Enemies - 4-A / 47-G / 0-N / 0-TGT / 51-TOTAL
- o Aircraft Used - First Playthrough - YR-302 Fregata w/ FAEB  
- Second Playthrough - F-35 Lightning II w/ LASM
- o Rewards (1st) - Finish Mission - Su-27 Flanker Aircraft  
- Extra Hardpoint Part  
- Destroy F-15E "RAGE" - F-15E Special 1 Colour  
- Destroy Star Unit - Beetle Armor Part
- o Rewards (2nd) - None

An air to ground mission. I hate these missions. If you've played Mission 9A right before this, then get ready for an increased number of targets. >\_>

Lookie! It's a couple 'o' A-10As and choppers begging to be shot down. Unfortunately, the HEAD-ON trick won't destroy them here due to their massive defenses. Shoot them down using the conventional methods. They love evading missiles though, so make sure they will get hit before launching the missiles (meaning: do not make wild, "I HOPE THEY HIT" shots).

I love clusters of targets. FAEBs are your friends here. If you'd like, you could also own your targets with a pair of the all time amazing LSWMs. Just destroy all targets there is before the time runs out, and by around 3 minutes remaining you should find RAGE in the vicinity. The star unit is in the clusters, so you should have taken care of it in the way.

Simple but long mission I'd say.

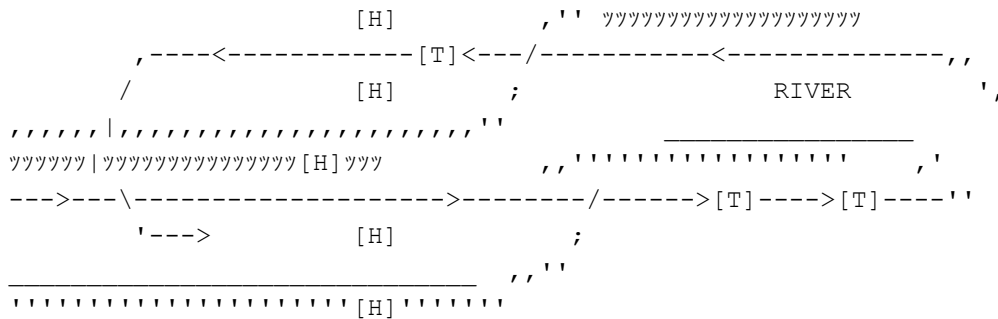
#### 2-17- Mission 9A

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Mission 9A. Pretty confusing huh?

- o Operation #9 - Blitz
- o Enemies - 0-A / 4-G / 7-N / 6-TGT / 17-TOTAL
- o Aircraft Used - First Playthrough - YR-302 Fregata w/ FAEB  
- Second Playthrough - F-35 Lightning II w/ LASM
- o Rewards (1st) - Finish Mission - XR-45 Cariburn Aircraft [P]  
- F-117A Nighthawk Aircraft  
- Destroy TND-F3 "GACRUX" - TND-F3 Special 1 Colour





[H] = Chopper Squad  
[T] = Target (RPG)  
->- = Flight path

Keep on doing this until the squad reaches the base. Once there, destroy EVERYTHING. One of the units is a B-52 star unit, so make sure that goes down. Also, try to destroy the X-29A before they take off. As soon as the chopper squad lands in the base, mission accomplished. If ALL 5 helis make it alive to the base, you'll get an S-rank.

#### 2-19- Mission 10A

~~~~~

We're already at mission 10. :)

- o Operation #9 - Joint Operation
- o Enemies - 4-A / 0-G / 0-N / 6-TGT / 10-TOTAL
- o Aircraft Used - First Playthrough - XR-45 Cariburn w/ XLAA  
- Second Playthrough - ADF-01 Falken w/ TLS
- o Rewards (1st) - Finish Mission - Rafale M Aircraft  
- Destroy Su-27 "ACRUX" - Su-27 Special 1 Colour  
- Destroy Star Unit - Tracer Part
- o Rewards (2nd) - ADF-01, S rank - TLS Extend Part

No radar, and no radio. Bummer. Just slam the afterburners and you'll soon reach the transport aircraft in the middle of the map. Destroy them with your Vulcan or TLS (missiles don't work here, remember?). Also, ACRUX is in the group, just try to pinpoint him quickly during the non-jam intervals and keep a visual on him. It might be a bit hard to deal with him, since you'll be using guns only. You will find him at the EXACT MIDPOINT of your map at around 12 min remaining.

One thing to note is the nasty transport to the northeast. It will move faster than the rest of the pack so make sure you destroy it before it exits the combat zone.

Then, head to the southeast and destroy the other fast moving aircraft. Yeah, afterburners are your friend. Once done, head back to the cluster of units. You should notice a C-5 moving towards the southeast (towards your direction). THAT is the star unit. Make sure he becomes a memory of the past.

Now go back and destroy the escorts, ALL of them. Then finally destroy the final transport (which is heading towards the northeast in case you haven't already noticed). If you've done all that, get yourself a can of Mountain Dew, and you might consider throwing away your glasses, since you already have excellent vision and targeting skills. :)

#### 2-20- Mission 10B

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Mission 10A's easier counterpart? Wait and see, I say, wait and see.

- o Operation #10 - Break In
- o Enemies - 3-A / 0-G / 0-N / 4-TGT / 7-TOTAL
- o Aircraft Used - First Playthrough - YR-302 Fregata w/ FAEB
- Second Playthrough - F-35C w/ LASM
- o Rewards (1st) - Finish Mission - Gripen C Aircraft
- Destroy F-16XL "FIEL" - F-16XL Special 1 Colour
- Destroy Star Unit - Caudal Engine Part
- o Rewards (2nd) - ADF-01, S rank - TLS Extend Part

Note that if you unlocked 07C and skipped it, you'll be stuck with limited weapons...

You're also probably wondering why should you take an A2G weapon when all targets are air-based? The curiosity killed the cat, or shall we say, the spoilers. XD

First of all, rid the skies of all non-targets, starting by head-oning the two fighters speeding your way, and the F/B-22 that follows. Then just wipe out the remaining transports. Mission complete? No, of course not, remember, Namco must stick those nasty mission updates at the end of easy missions. :)

Now is why I told you to get the A2G weapons. To be honest, I LMAO'd at the cutscene so hard I almost dropped my PSP. Anyway, as soon as you take control of the aircraft, dive down and destroy the Container ship (the star unit).

Once done, speed up towards the first cluster of buildings, and destroy 'em with two nice FAEBs. Quickly find and shoot down FIEL in the reinforcements, then commence destroying the rest of the targets. Basically, once you have destroyed the second cluster of targets, the intense part is over, and you could just sail smoothly through the rest of the reinforcements and targets. Just don't take too long otherwise you may lose the mission.

#### 2-21- Mission 11A

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This mission reminded me with an old mission in Ace Combat 3, where you had to fly at a low altitude until you reach the enemy base... How is it similar to this mission? To be honest, I don't know. o\_O But it may be the snowy location.

- o Operation #11 - In Pursuit I
- o Enemies - 0-A / 16-G / 0-N / 6-TGT / 22-TOTAL
- o Aircraft Used - First Playthrough - YR-302 Fregata w/ FAEB
- Second Playthrough - F-35C w/ LASM
- ADF-01 Falken w/ TLS
- o Rewards (1st) - Finish Mission - Auto Gun Part
- F-35 Lightning II Aircraft
- Destroy F-117A "INFERNO" - F-117A Special 1 Colour
- Destroy Star Unit - AAM Jammer Part
- o Rewards (2nd) - None

High performance SAMs huh? Even worse, HIGH PERFORMANCE AA GUNS? What the hell was Namco smoking when they did this mission? Yeah, it's creative and all, but in a wierd kind of way.

If this isn't your first playthrough, just grab the Falken and TLS. Here's the magic. You cannot enter the High Performance SAMs area, and you can't snipe out the jammers with long range missiles... Well, we can snipe them with our TLS. Just head towards the center of the High Performance SAMs range (do not enter

it though unless you're in dire need to be fried), and shoot out these large cylindrical structures with the TLS. The TLS has good range, and the jammer is big enough thus making it an easy target for the Falken. Once all six jammers are destroyed, mission accomplished, and you didn't even need to power down the ridiculous High Performance SAMs (I'll name them HPS for the sake of laziness).

But doing it the easy way isn't fun. Grab a traditional F-35C or our trusty Fregata and let's start.

First, you'll refuel. Check the Takeoff/Landing/Refueling section for how to do it yourself without the help of the autopilot.

Ultra powerful jamming will screw up the guidance systems of your missiles, so we'll have to rely on our trusty little eyes rather than the radar, and the ol' Vulcan rather than the missiles. The big secret here is to follow the power cables and every once in a while the cables will "reach" a power generator. Blow it up. If the generator was the right one, the jammer will power down slightly. I would tell you the exact locations for the correct generators, except they are completely random. So check them out yourself, and hit the afterburners to cut down the journey time. Continue until the HPS powers down. Note that every now and then the jammer will pause for a moment, giving you a few seconds to use your missiles/radar.

By the way, the music in this mission is cool. Thought I'd bring that to your attention. \*awkward silent moment\*

Anyway, once you're done with the generators, head to the HPS area. By around 7 minutes remaining, INFERNO will be flying directly above that area (he was coming from direct north FYI). What are you waiting for? Attack! Target the Gleipn- I mean, the F-117A!

Destroy 5 out of the 6 Jammers. Now search the airspace above the HPS again, and you'll find our star unit, a lame CH-47. Blow it out of the skies.

Then just destroy the last jammer facility, and Mission Accomplished. This mission is time based (thanks for lots of people, again, for the confirmation).

Finally, don't forget to pick up the F-35 you just unlocked. This plane has enough guts to surf you through the rest of the game.

2-22- Mission 11B

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\*Drinks a can of Mountain Dew\* don't you just love this stuff?

- o Operation #11 - In Pursuit II
- o Enemies - 0-A / 16-G / 0-N / 6-TGT / 22-TOTAL
- o Aircraft Used - First Playthrough - YR-302 Fregata w/ FAEB  
- Second Playthrough - F-35C w/ LASM  
- ADF-01 Falken w/ TLS
- o Rewards (1st) - Finish Mission - Typhoon Aircraft  
- F-22 Raptor Aircraft  
- Destroy F-2A "FURY" - F-2A Special 1 Colour  
- Destroy Star Unit - NERA Armor Part
- o Rewards (2nd) - None

The same trick in Mission 11A could be used here, just snipe out the jammer with the Falkens TLS.

The first difference between 11A and 11B is that in 11B you start from the northwest, not the southeast. Oh well. Like in 11A, seek the generators and destroy them. Watch out for some nasty AA guns that were not present in 11A.

"With all the jamming and he is still able to fly like that? Who is this guy?"

At around 11:30 min remaining, the steel towers will start getting knocked down because the stupid Skylla unit thought that would be the best solution to make it harder for you. Dumbasses, don't they realise that if they knock down the towers THEY WILL CUT THE POWER TO THEIR OWN BASE? LMAO.

FURY will spawn to the north of the HPS (High Performance SAMs) at around 7 minutes left. Spot him and take him down during the pauses of the jammer.

Once done, go into the HPS area. If you have destroyed the SP vehicles when destroying the generators, search the grounds to the northwest for the star unit (a vehicle), and make sure its destroyed. Destroy the jammers to finish the mission.

Thanks to many people for the star unit info and the S-rank confirmation. This mission has been confirmed to be TIME BASED.

BTW, the Raptor you unlock is a MUST HAVE. At this point you need either the F-35 Lightning II or the F-22 Raptor in your hangar (or both). These planes are pretty good, so don't miss them.

#### 2-23- Mission 7C

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Ever wanted to break your PSP? Don't worry, the urge is not too far away.

- o Operation #7 - Time Limit
- o Enemies - 1-A / 0-G / 0-N / 5-TGT / 6-TOTAL
- o Aircraft Used - First Playthrough - XR-45 Cariburn w/ XLAA  
- Second Playthrough - F-22 Raptor w/ XMAA  
- Fenrir w/ LSWM
- o Rewards (1st) - Finish Mission - F-16XL Aircraft  
- Destroy F-35 "BECRUX" - F-35 Special 1 Colour  
- Destroy Star Unit - Ram Coat Part
- o Rewards (2nd) - None

This mission is A PAIN IN THE ASS. I hate it. Remember the mission in AC5 where you had to neutralie the pathetic biological gas? This is the same, except you can't move too harshly otherwise you'll blow your tank, and mission failed. Even worse, the gas spreads faster than the stench of manure, so you'll need to step on it. But wait, the star unit is teasing you from an altitude of 10,000 feet right at the start of the mission, so you can choose whether to kill a few citizens in exchange for killing the star unit, or choose to ignore the star unit. I HATE THIS MISSION.

First thing to notice in the HUD is the G-forces meter. Do any quick move and the thing will fill like a rocket. Even worse, let the thing fill to the max, and you just screwed your day. Second thing to notice is the NTRL ammo, which stands for "NeuTRaLizing agent". Heh, at least you've got 99 ammo.

Do not slam on the afterburners or brakes suddenly, and do not turn too hard, and you'll be fine.

Now onto the mission. Tap the afterburners (for one second per tap) repeatedly to accelerate without filling the G-forces meter. Now see that island in the

river? A gas bomb will initiate there, so neutralize it with your NTRL ammo. Note that only one accurate shot will do.

Next, directly to the north you will see the star unit. Go destroy it, QUICKLY. Remember not to push your plane too hard, and also remember you have a gas to neutralize.

Once done, resume neutralization of the gas bombs. I can't really help much here. My advice is to ascend to around 700-1000 ft, point your plane nose down and fire the NTRL on the gas source. Then ascend, head to the next gas bomb, and repeat. Also, while turning, KEEP YOUR EYES ON THE MPG, NOT THE RADAR!

They seem to abuse "Are you telling me you can't keep up with that sorry excuse for a pilot?!" sentence in the mission. They repeated it over FIVE times in my game. Heh, the irony, even the game wants to frustrate me. :P

After some time, the gas bombs will run out. The G-forces meter will disappear, but DON'T DO ANY HARSH MANOEUVERS JUST YET, the effect is still there! Trust me, I tried to do a 360 turn, and whadda you know, the thing exploded. I felt like I wanted to punch somebody. Anyway, it is only safe to start flying like a maniac when the NTRL ammo magically vanishes. No, I'm not kidding.

Now it's time to waste the two nasty F-14s that have been annoying the crap out of us (or me, for that instance), don't you think? Teach them how cruel life is to some people. Note that if you neutralized the gas quickly enough, the ace will spawn with the reinforcements after you waste the two F-14s. Of course make sure to throw a couple o' missiles his way.

I believe this mission is time based, so make sure you finish everything ASAP to get an S-rank.

2-24- Mission 12A

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FINALLY! THE CAPITAL! HIP HIP, HURRAY!

- o Operation #12 - Gaiuss Tower
- o Enemies - 3-A / 17-G / 0-N / 0-TGT / 20-TOTAL
- o Aircraft Used - First Playthrough - F-35C w/ LASM  
- F-22 w/ SOD
- Second Playthrough - F-35C w/ LASM
- o Rewards (1st) - Finish Mission - Minatour Engine Part  
- Extra Canard Part  
- Titanium Armor Part  
- YR-99 Forneus Aircraft  
- Su-37 Terminator Aircraft
- Destroy Typhoon "ZEPHYR" - Typhoon Special 1 Colour
- Destroy Star Unit - Bullet Engine Part
- o Rewards (2nd) - None

The rewards should satisfy you for an entire year. But hey, remember, YOU'RE FREEING THIER CAPITAL! ^ \_\_\_\_\_ ^

First of all, hit the afterburners and destroy the three clusters of targets blocking the Ground units' path to the Capital. Then just destroy the fighters and the Meson Cannon for the time being.

Once the ground units make it to the inside of the Capital walls, take down the Vehicle star unit in the EXACT CENTER of the Atmos Ring surrounding the city. Also note that ZEPHYR has spawned to the east with the reinforcements, but that

is only if you did not allow any damage to the ground forces till that point.

Now just smoke the resistance in the city center. Once the ground units make it to the Gaiuss Tower, Mission Accomplished. If you allowed no damage to the ground units, you'll get an S-rank.

2-25- Mission 12B

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FINALLY! THE CAPITAL! AGAIN! HIP HIP, HURRAY!

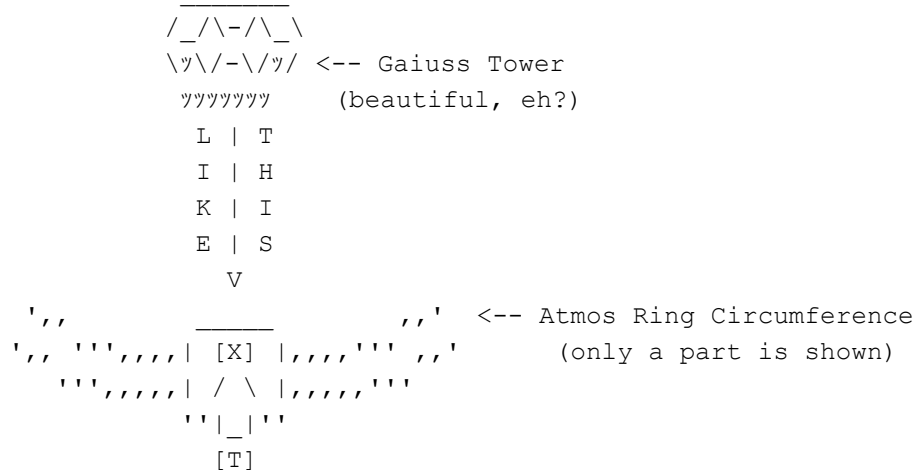
- o Operation #12 - Atmos Ring
- o Enemies - 0-A / 3-G / 0-N / 10-TGT / 13-TOTAL
- o Aircraft Used - First Playthrough - F-35C w/ QAAM
  - F-22 w/ XMAA
- Second Playthrough - F-35C w/ LASM
- o Rewards (1st) - Finish Mission - Minatour Engine Part
  - Extra Canard Part
  - F-15S/MTD Aircraft
  - Destroy Gripen C "RIOT" - Gripen C Special 1 Colour
  - Destroy Star Unit - Thornback Fin Part
- o Rewards (2nd) - Finish Mission - X-02 Wyvern Aircraft (!!)

Less rewards, but if you are doing the mission for the second time, you'll get the all time cheesy-in-a-good-way X-02 uber Aircraft. For an easy mission? WTF?

First of all, you see the two target Gripen Aircraft in the center of the ring? Blow them up. KEEP THE AFTERBURNERS HELD, otherwise the Meson Cannon will fry you before it even fires the laser. Forget about the cannons for now.

Surprise! The first wave of reinforcements have arrived. They're only two aircraft, so it's all cool. Once you've vaporised them, you'll be surprised, again, with the second wave of reinforcements. One of these aircraft is the ace we've been looking for, RIOT. He'll be coming from the southeast. Take care of him and the rest of the squad. Now you see why I told you get some XMAAs with you? We need some good air traffic control.

Now that we've destroyed them, it's time for some cannon barbeque. Take down the Meson Cannon. But first, destroy the few SAMs in the ring. Once done, NOW you can finally take down the cannon. Destroy the turrets first, and the MBSRs for later. To destroy the MBSRs, you need to target them from the inside of the ring. Here's a diagram for how to do it, top view.



[X] MBSRs  
[T] Cannon Turret

[G] Gaiuss Tower

Note that by around 7-6 cannons remaining, two helis will spawn in the ring. Go destroy them as well as the bunch of AA guns for the points for the S-rank, since they shouldn't be too hard anyway. Just finish off the cannon afterwards and mission accomplished.

You cannot get the star unit AND the ace simultaneously, since the star unit, a CH-47, will only spawn when you destroy the meson cannon BEFORE you trigger the second wave of reinforcements. So you'll need an entirely separate run for that.

#### 2-26- Mission 12C

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You bought an N-gage, didn't you?

- o Operation #12 - Wild Card
- o Enemies - 0-A / 3-G / 0-N / 10-TGT / 13-TOTAL
- o Aircraft Used - First Playthrough - F-35C w/ LASM  
- F-22 w/ SOD  
- Second Playthrough - F-35C w/ LASM
- o Rewards (1st) - Finish Mission - YF-23 Black Widow Aircraft  
- Destroy Rafale M "TYRANT"- Rafale M Special 1 Colour  
- Destroy Star Unit - Light Armor Part
- o Rewards (2nd) - Finish Mission - X-02 Wyvern Aircraft (!!)

The X-02 is up for picking if you finish the mission for your second time. :) Note that if you skip Mission 11, you'll be stuck with radar jamming.

First, destroy the two ground target clusters proximal to the city, then take care of the distal clusters. You need to be quick enough to prevent ANY damage to the Aurelian Liberation Corps.

"The famous Ace? ALRIGHT! We may just make it through this after all!"

Anyway, Crux will notify you of the nasty long range missiles heading to the city. Of course, you must run around like a cat and shoot 'em all. Here's the magic, you can actually cut yourself a shortcut here...

But before anything, shoot down the gunboat star unit to the south of the city, and the ace to the southwest. Once done, head towards the nearest missile and destroy it. You'll notice a ground SP LAUNCHER right next to the missile. If you destroy that, no more missiles will spawn from that direction! It will save all the effort having to deal with bunches of missiles for the next ten minutes or so. :) Repeat until all SP LAUNCHERS are down. Remember to abuse the A/Bs all the time.

I recieved e-mails about the possibility of this being a point based mission, therefore you might want to avoid destroying the SP Vehicles so you could get the points from destroying the missiles they launch. Thanks to Grandmort about the S-rank for this mission.

#### 2-27- Crosspath 3

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- o Path 3A - 13A
- o Path 3B - 14A

Once again, the final mission in the crosspath depends on whether you've chosen

path 13A or 14A.

By now you should have the F-35 OR the F-22. You can sell your other aircraft since these are all you need.

This is our final crosspath. Yeah, it's sad isn't it? >\_>

#### 2-28- Mission 13A

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A pure dogfighting mission. Not bad.

- o Operation #13 - Alect Squadron
- o Enemies - 10-A / 0-G / 0-N / 6-TGT / 16-TOTAL
- o Aircraft Used - First Playthrough - F-35C w/ QAAM  
- F-22 w/ XMAA  
- Second Playthrough - F-35C w/ QAAM  
- ADF-01 w/ TLS
- o Rewards (1st) - Finish Mission - Extra Ammo Part  
- F/B-22 Concept Aircraft  
- Destroy Su-37 "SORROW" - Su-37 Special 1 Colour  
- Destroy F-22 "PAIN" - F-22 Special 1 Colour  
- Destroy Star Unit - Enhanced GSPM Part
- o Rewards (2nd) - X-02, S-rank - Long Range Missile Part

"My son is a big fan o' yours, well, me too!" I really LMAO'd at this line.

Destroy a few of these non targets. DO NOT use your QAAM/XMAAs on these, just depend on your Standard Missiles and guns to take 'em down. Once done, a bunch of targets (why lookie, it's the Alect Squad) and a solo unit (why lookie, it's the star unit Container Ship) will spawn to the direct west.

Take on the star unit and any non-targets remaining quickly, then destroy all Alect members EXCEPT ONE. Both aces will spawn to the northeast and the southeast. Take them both out, then destroy the final Alect member to finish the mission.

This one is pretty simple if you ask me...

#### 2-29- Mission 13B

~~~~~

- o Operation #13 - Armada
- o Enemies - 0-A / 0-G / 0-N / 17-TGT / 117-TOTAL
- o Aircraft Used - First Playthrough - F-35C w/ LASM  
- F-22 w/ SOD  
- Second Playthrough - Fenrir w/ LSWM
- o Rewards (1st) - Finish Mission - Mig-1.44 Aircraft  
- Destroy F-15S/MTD "COMET"- F-15S/MTD Special 1 Colour  
- Destroy YF-23 "SPIDER" - YF-23 Special 1 Colour  
- Destroy Star Unit - Tracker Missile Part
- o Rewards (2nd) - None

Beautiful clusters of targets await to be wiped out. Of course, I ain't missin' the chance, and you shouldn't either. :)

This mission is really simple. Destroy the first fleet quickly, followed by the second, and if you've done it quickly enough, COMET will spawn to the northwest area of the map, along with a B-2 star unit to the west. Destroy them both, and head to the third fleet. Quickly destroy the entire fleet including non targets

except the Battleship and if you've done it quickly enough, SPIDER will spawn to the northeast. Go destroy him, then circle back and destroy the battleship you missed.

This is just an old school, destroy the fleet mission. Note that if you destroyed ALL enemies in the mission you will get an S-rank, so don't spare anybody!

#### 2-30- Mission 14A

????????????????????

- o Operation #14 - Firestorm
- o Enemies - 3-A / 0-G / 0-N / 8-TGT / 11-TOTAL
- o Aircraft Used - First Playthrough - F-35C w/ LASM  
- F-22 w/ SOD  
- Second Playthrough - F-35C w/ LASM
- o Rewards (1st) - Finish Mission - Su-47 Berkut Aircraft  
- Destroy Mig-1.44 "LANCER"- Mig-1.44 Special 1 Colour  
- Destroy Star Unit - SCRAM Jet Engine Part
- o Rewards (2nd) - None

Note that you will unlock the Su-47 Berkut here, which is an excellent alternative to the aircraft you currently own, though it's optional, so you could choose to ignore it.

Another one of these creative missions. Here, you'll have to "hit and run" targets unless you want to be caught in the blast sphere. Why? Your so called targets are a bunch of chemically unstable crap-that-I-don't-know-of containers, if you know what I mean.

I'll sum it for you, the explosion blast radius is around... 1000 feet. That means, to be safe, you'll have to lock on, fire ASAP, circle back and use the A/Bs.

Now magically, most of the targets have large mountaneous islands blocking the entrance. That means long range missiles may not work here. It doesn't really add much to the difficulty really, it just makes the mission more... say... interesting. Just keep at the "hit and run" technique, and you should be safe.

After the first target though, destroy all non target aircraft above the island for the points. Now just destroy the targets, and soon enough the star unit which is a submarine, will spawn to the south of the largest island inside a cave. Just use a long range missile to take care of it without having to enter the cave itself. Now, there should be some target ships in front of the hangars which should "tingle your spider sense". Yes, that's right, destroy the hangar and the ships will be caught in the explosion anyways. Repeat several times, and our ace LANCER will spawn to the west. Go kill him and resume destroying the targets to finish the mission.

Overall it's easy to some extent, but may be annoying on Ace mode.

#### 2-31- Mission 14B

????????????????????

- o Operation #14 - Offline
- o Enemies - 3-A / 0-G / 0-N / 8-TGT / 11-TOTAL
- o Aircraft Used - First Playthrough - F-35C w/ LASM  
- F-22 w/ SOD  
- Second Playthrough - F-35C w/ LASM
- o Rewards (1st) - Finish Mission - S-32 Concept Aircraft



- Destroy F/B-22 "OCRA"            - F/B-22 Special 1 Colour
- Destroy Star Unit                - RAM Jet Engine Part

o Rewards (2nd) - None

Like the Berkut in the last mission, the S-32 is worth the purchase if you want it. I stayed with the trusty F-35C in my first playthrough, but it's really up to you.

Destroy all non-targets THEN targets quickly, then F/B-22 OCRA will spawn to the south after the mission update. YOU MUST DESTROY EVERYTHING FIRST before OCRA will spawn. Note that the star unit will also spawn after the mission update (it's a container ship) to the southeast of the largest island).

Just take him down. Once done, you need to fly through the cave to destroy the central control. Slow down, and as soon as the control facility enters your sight, fire away two missiles, then go through the other side of the cave. Mission Accomplished. Easy eh? Wait till you see it on Ace mode...

"That was incredible Sir-I mean, Gryphus 1!" :)

## 2-32- Mission 15A

????????????????????

The. Final. Mission. What's up with the periods, you say? \*remembers Best. Series. Ever. contest\*

- o Operation #15 - End of Deception I
- o Enemies            - 4-A / 0-G / 0-N / 0-TGT / 4-TOTAL
- o Aircraft Used - First Playthrough            - F-22 Raptor w/ XMAA
- Second Playthrough        - X-02 Wyvern w/ XLAA
- o Rewards (1st) - Destroy S-32 "ELISA"        - S-32 Special 1 Colour
- Destroy Star Unit            - Adv Titanium Part
- o Rewards (2nd) - None

The final mission. And to look at the rewards, they're LAME. WTF?

Simple thing: Keep the Afties down anytime possible. Otherwise, the beautiful Aura of Energy will come racing at you, making you fried potato wedges. And yes, I'm serious.

First, destroy all non-Fenrir Aircraft, then the Fenrir. After the 1st or 2nd Fenrir down, check your radar, you should see a lone Fighter coming at you from the northeast, that's ELISA. Go destroy her beautiful Su-47 Concept (yes, the S-32 is an early prototype for the Su-47, FYI). Then just go destroy the rest of the ground targets.

Once there are no other enemies on the map besides you and Fenrir, go destroy these troublemakers. Try to catch them off guard when they are visible, and try to gun them down (with the Vulcan, duh) when they're invisible. Chickens. Once you're done with them, a nice Shock cannon will pop out of nowhere. Drop down to a low altitude when it fires (below the Cannon's level), and quickly climb and take a shot at the frustrating superweapon. Keep repeating the pattern until it has been destroyed. Congratulinations, you just finished ACO's campaign mode. Now go back, repeat it, and choose different paths to unlock new rewards.

Beat it at Ace difficulty after finishing all missions to unlock the ultimate Fenrir, the plane with the incredible Optical Camouflage you just beaten. Sadly, the version you unlock lacks Optical Camouflage. Bummer, you can't get to be a chicken.

2-33- Mission 15B

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The "easier version" of the final mission. ^ \_\_\_\_\_ ^

- o Operation #15 - End of Deception II
- o Enemies - 3-A / 3-G / 0-N / 11-TGT / 17-TOTAL
- o Aircraft Used - First Playthrough - F-22 Raptor w/ XMAA  
- Second Playthrough - X-02 Wyvern w/ XLAA  
- ADF-01 Falken w/ TLS
- o Rewards (1st) - Destroy Su-47 "DUSK" - Su-47 Special 1 Colour  
- Destroy Star Unit - Fenrir ECMS Part
- o Rewards (2nd) - None

Final mission, lame rewards. DUH.

A side note, if you are REALLY SKILLED, and I mean like SO DAMN \*\*\*\*ING SKILLED, you can destroy Fenrir BEFORE you destroy the generator. It is extraordinarily hard due to their superb evasion and Optical Camouflage, but it is PERFECTLY POSSIBLE. I did it, but with the uber aircraft Falken and TLS. I'm yet to see someone skilled enough to do it with a regular aircraft. THAT would be a real challenge. As for those people interested in what happens if you destroy Fenrir first, the landing unit arrives and all, but you DON'T need to destroy the generator, instead, the mission will directly skip to the part where you have to fly through the tunnel.

FIRST, hit the afterburners until you reach the generator, and take out the SAMs there. Destroy the enemy fleet slightly to the north. Then, destroy all non-target aircraft. Once done, search for DUSK coming at you from the northwest in the map, along with two more aircraft. After you destroy them, just keep circulating the air above the generator until the landing unit arrives.

Once done, fire all you've got at the generator, both machine guns and regular missiles. Then take on all four of the Fenrir aircraft.

Then, you'll have to get through a tunnel... >\_> Yeah, it's an Ace Combat tradition to fly through a tunnel, though this one is a bit exaggerated in terms of space (look at AC4's tunnel, it barely let you through). Enter the now-marked tunnel, and prepare your XMAA/XLAAs. AS SOON AS YOU LOCK ONTO FENRIR AND IT ENTERS YOUR SIGHT, FIRE TWO XMAA/XLAAs. Fire the other two at the U-2 star unit on the left side in a corridor (don't enter the corridor, just fire them as soon as you see the opening and nothing is in the way). If done correctly, you will see an opening at about a 70 degree incline directly in front of you. Just zoom out of it, and mission complete.

2-34- Mission SP

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Error\_506: Variable not found {code\_501\_access\_denied\_classified\_info}

- o Operation #SP - Operation X
- o Enemies - ?-A / 0-G / 0-N / 0-TGT / ?-TOTAL
- o Aircraft Used - First Playthrough - X-02 Wyvern w/ XLAA  
- Second Playthrough - ADF-01 Falken w/ TLS
- o Rewards (1st) - Finish Mission - ADF-01 Falken Aircraft  
- Finish with S-rank - XFA-24A Apalis Sp. 1 Colour  
- YR-302 Fregata Sp. 1 Colour  
- XFA-27 Special 1 Colour

- XR-45 Cariburn Sp. 1 Colour
- YR-99 Forenus Sp. 1 Colour
- X-02 Wyvern Sp. 1 Colour
- Destroy XFA-27 "SCARFACE ONE" - Bragging Rights :)
- Destroy ADF-01 "Z.O.E." - Bragging Rights, again

o Rewards (2nd) - None

That's a crapload of colours to unlock. Anyways, this is a pure dogfighting mission, and is pretty tough without the Falken on Ace difficulty. My best advice here is to use your pure experience. In your first run, take it easy, there is no need to get nervous or rush through it to get an S-rank.

Once you unlock the Falken though, it's time to get that lousy S-rank. You need to finish this pretty quickly. Use the TLS to roast the first two targets in front of you, then use TLS again to roast the targets behind you. You need to be quick with this.

Done? Head to the next group of fighters. Again, vaporise them with the TLS. Try not to waste it too much, as by the end of this group you need to have at least 6 shots of the laser to smoke the remaining targets and the aces.

Roast the next X-02s, and two of the three ADF-01s with the TLS.

Now, check your map. Two lone aircraft have spawned. These are our aces, SF1 and ZOE. Scarface One was the main player in Ace Combat 2, and ZOE appeared in the final mission in Ace Combat 2 with his Falken IIRC. I don't remember his role though.

Go destroy the AC2 fighters, then vaporise the final ADF-01. Mission accomplished. If you've done it quickly enough, you should have an S-rank. Mind you, the easiest way to get an S-rank in this mission is with the TLS, so practice your aiming skills!

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+-----+
| Skills and Knowledge |
+-----+
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### 3-1- Manoeuvres

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In the game, there are a number of manoeuvres you can do to make your life easier. I don't know their real names, so I made up some names for them. :P

**MISSILE EVASION manoeuvre:** There are several basic ways to evade a missile. I will mention a few here. First way is to check where the missile is coming from close vicinity in the Radar, then Turn sharply (or pull up), and keep at it until the alert goes. Another way is if the missile is coming at you head on. Unless it's really close, Just pull up at an angle of 40 degrees and hit the afterburners. If it IS really close, then turn very sharply instead. The final way is pretty basic, but it involves flying where obstacles can stop the missile. For example, you can fly towards a canyon wall, then suddenly get out of the way at the last second with a turn. The missile will be going faster than you are, and chances are that it will slam into the canyon walls.

**LOCK ON EVASION manoeuvre:** Simple as it sounds, avoid being locked on by an enemy. The last thing you need is some dumbass to shoot you down in Ace mode. It's an easy concept, make sure nobody is coming at you from dead ahead or on your six.



FATE REVERSAL manoeuver: Ah, a nasty target Aircraft is on your tail. Hit the afterburners, then once you reach speeds above 1000 (and if the target is still on your tail nearby), slam the airbrakes. The target will most probably overshoot you, and now you've got a badass missile lock on him. Teach him a lesson not to mess with you again. This manoeuver is pretty useful against Fenrir aircraft in the final mission.

### 3-2- Tips

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#### Flying Techniques:

- Always fly in a direct straight line towards a certain target to save time.
- Use afterburners whenever you are not destroying something and have to cut a long distance.
- If you continuously fail a mission or are unable to get a certain objective, get to understand and memorize mission events, and anticipate and act accordingly to each event. If you do not understand what is your mistake/ cannot accomplish your task, then you will make the same mistake everytime.
- Rest for 15 minute breaks after each hour of gaming. It will help re-improve your focus and make you less likely to fail a mission or raises your acceptance and tolerance to failed missions/tasks. No that wasn't a joke BTW.
- Use Normal controls. They are much more flexible than Novice controls.
- In Ace mode, you don't want to give your opponents a chance to lock onto you in most cases (especially in Mission SP). Speed is your friend, and sometimes it's better to act defensive and finish the mission late than act offensive and not finish the mission at all.

#### Weapons:

- Practice using the Machine Guns in Free Mission mode. They can come in very handy if you ran out of missiles, and in some situations they ARE better than missiles.
- When targeting a large object (like the bridges in 5A, and the Iceberg in 6B), use Machine Guns. The large size makes it easy to destroy with guns, it will go down faster since the fire is continuous, and will save missiles.
- Whenever possible against a powerful target, use Machine Guns in conjunction with missiles, to take the target down faster.
- Unguided Bombs are great. Try to use them on clusters of ground targets to save missiles.
- Whenever firing an Unguided Bomb, try to raise your altitude, and incline at a big angle to raise the accuracy of the weapon, like this...



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...and try to slow down as well. Do not fire if you are still accelerating or decelerating, to avoid overshooting the bomb.

- Fire ONLY if you know it's going to hit. You don't want to waste missiles and come back whining about missile shortages.

### 3-3- Takeoff, Landing, and Refueling

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The title should be self explanatory, otherwise you need to see a doctor.

#### TAKEOFF



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|| THE | | _____ | [SPEC] [6666] |
|| MAP | | _____ | _____ |
|| _____ | _____ | _____ |
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See the central Crosshair C? Keep that aligned with the vertical line D and horizontal line E for the entire time using the infamous trim and yaw controls. Slam the A/Bs all the way until you're one second away from touching down on the runway, then slam on the airbrakes. Now just hold the airbrakes until you reach a complete stop. Like refueling, if you do it before the time counter breaks the 2:00 marker, you get a perfect landing.

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+-----+
| Other |
+-----+
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#### 4-1- Aircraft List

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A list of all the playable aircraft in the game.

#### EXAMPLE

- o Price - The price you need to pay to get the plane.
- o Maximum Speed - A measure of the fastest possible speed you can fly in at in this plane.
- o A2A Capabilities - An estimate of how well would this plane perform against air to air targets. This may take in consideration other stats, such as manoeuverability and the suitability of special weapons for this task.
- o A2G Capabilities - An estimate of how well would this plane perform against air to air targets. This may take in consideration other stats, such as stability and the suitability of special weapons for this task.
- o Manoeuverability - How well the plane turns, rolls, yaws, and trims. If it is sluggish in movement, then it will score a low value in this department, and if it weaves through a crowded airspace like a fish, then it will score high. In A2A missions, you want a highly manoeuverable aircraft to have an easy time evading missiles, thus this stat has more importance in A2A based missions. In most planes, high manoeuverability sacrifices some defensive power.
- o Stability - While Max Speed takes the top end of the speed range of the plane in consideration, Stability is the opposite. In fact, Stability measures the average speed and stall speed of the aircraft. If the plane has a high average and stall speeds, it is unstable and needs lots of speed to maintain flight. A stable aircraft is that who can still easily fly at low speeds and have a low average flying speed. Naturally, you need to pay attention to this stat when choosing a suitable A2G plane, since one of the keys for easy A2G missions is flying at low speeds. Stability has a passive, directly proportional effect on Manoeuverability. The number in brackets is the stall speed of the aircraft.
- o Defense - This is an indicator of how much damage an aircraft can take before being shot down. Naturally, Manoeuverability may sacrifice defense and vice versa, and high Stability is usually accompanied by high Defense. While in most cases manoeuverability boosts are favored over defense boost, it is sometimes better to choose a fortified

aircraft at the cost of some manoeuverability.

- o Overall - This is my overall assessment of the plane, taking in consideration the above factors and my opinion.
- o Weapon Load/Price - This is a list of the weapons purchasable for this plane, as well as their prices and loads.
- o How to Unlock - This is the method you need to follow to unlock this aircraft for purchase in the Hangar.
- o Comments - My overall opinion about the plane, as well as remarks about the performance of the plane in different situations.

#### F-4E PHANTOM II

- o Price - \$0
- o Maximum Speed - [|||||||.....]
- o A2A Capabilities - [|||||||.....]
- o A2G Capabilities - [|||||||.....]
- o Manoeuverability - [|||||||.....]
- o Stability - [|||||||.....] [250]
- o Defense - [|||||.....]
- o Overall - [|||||||.....]
- o Weapon Load/Price - VL - 800 - \$0  
- SM - 52 - \$0  
- NPB - 10 - \$0  
- SAAM - 8 - \$2600  
- UGBL - 8 - \$2300
- o How to Unlock - Already unlocked
- o Comments - Your starting aircraft. An average plane, the only real drawback is the lousy SM load. I mean, only 52? But other than that, this aircraft should help you past the first 5-7 missions without much problems. The UGBL should assist you in Ground-based missions and the SAAM in Air-based ones.

#### A-6E INTRUDER

- o Price - \$4600
- o Maximum Speed - [|||||.....]
- o A2A Capabilities - [|||||.....]
- o A2G Capabilities - [|||||||.....]
- o Manoeuverability - [|||||.....]
- o Stability - [|||||||.....] [150]
- o Defense - [|||||||.....]
- o Overall - [|||||||.....]
- o Weapon Load/Price - VL - 800 - \$0  
- SM - 56 - \$0  
- UGBL - 12 - \$0  
- LASM - 8 - \$2600  
- XAGM - 14 - \$2300
- o How to Unlock - Finish Mission 1
- o Comments - Ahem. This aircraft is even worse than your average F-4E. I can't find any real use of the A-6E other than solely A2G missions. Just look at the manoeuverability of the aircraft. A missile will hit you before you EVEN START to turn. The stability of the aircraft is amazing though, stalling starts at 150 mph? Now that's something.

#### JA37 VIGGEN

- o Price - \$5800
- o Maximum Speed - [|||||||.....]
- o A2A Capabilities - [|||||||.....]
- o A2G Capabilities - [|||||||.....]
- o Manoeuverability - [|||||||.....]
- o Stability - [|||||||.....] [230]
- o Defense - [|||||.....]
- o Overall - [|||||||.....]



- o Weapon Load/Price - VL - 800 - \$0
  - SM - 56 - \$0
  - UGB - 12 - \$0
  - LASM - 8 - \$2300
  - SAAM - 8 - \$2500
- o How to Unlock - Finish Mission 2
- o Comments - Not bad, not good. It's roughly the F-4E with different weapons. Not worth the purchase IMO, stick with the F-4E. The stall speed is a bit improved though, but 20 more mph is not enough to justify spending \$5800.

XFA-24A APALIS

- o Price - \$8700
- o Maximum Speed - [|||||||||.....]
- o A2A Capabilities - [|||||||||.....]
- o A2G Capabilities - [|||||||||.....]
- o Manoeuverability - [|||||||||.....]
- o Stability - [|||||||||.....] [200]
- o Defense - [||||.....]
- o Overall - [|||||||||.....] [T]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 54 - \$0
  - UGB - 12 - \$0
  - XMAA - 10 - \$4100
  - XAGM - 12 - \$3900
- o How to Unlock - Finish Mission 3A
- o Comments - A good leap in stats from the F-4E. This is a good aircraft that could help you in missions like 5A or 5B, where good A2G abilities and high Manoeuverability are demanded. You could stick to the F-4E if you want to, but buying this aircraft is not a bad idea. Add to that the fact that it is tunable, which means you can give it a further boost in stats.

F-5E TIGER II

- o Price - \$9300
- o Maximum Speed - [|||||||||.....]
- o A2A Capabilities - [|||||||||.....]
- o A2G Capabilities - [|||||||||.....]
- o Manoeuverability - [|||||||||.....]
- o Stability - [|||||||||.....] [200]
- o Defense - [|||||||||.....]
- o Overall - [|||||||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 56 - \$0
  - UGB - 12 - \$0
  - RCL - 8 - \$2700
  - QAAM - 8 - \$3700
- o How to Unlock - Finish Mission 4B
- o Comments - Not really a great aircraft worth the purchase. It is almost the same as the Apalis, except with higher manoeuverability and worse A2G capabilities. I'd say stick to the Apalis for now, or even the F-4E. But overall it's a balanced aircraft.

F-1

- o Price - \$10300
- o Maximum Speed - [|||||||||.....]
- o A2A Capabilities - [|||||||||.....]
- o A2G Capabilities - [|||||||||.....]
- o Manoeuverability - [|||||||||.....]
- o Stability - [|||||||||.....] [200]
- o Defense - [||||.....]

- o Overall - [|||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 56 - \$0
  - RCL - 10 - \$0
  - UGBL - 12 - \$3800
  - LASM - 8 - \$4100
- o How to Unlock - Finish Mission 1 for the second time
- o Comments - Repeat after me: A-P-A-L-I-S. This plane is more expensive & less capable than the Apalis, so stick with either that or the default F-4E. The aircraft is less manoeuvrable than some of it's competitors, so again stay away from it.

#### F-16C FIGHTING FALCON

- o Price - \$12800
- o Maximum Speed - [|||||||.....]
- o A2A Capabilities - [|||||||.....]
- o A2G Capabilities - [|||||||.....]
- o Manoeuvrability - [|||||||.....]
- o Stability - [|||||||.....] [240]
- o Defense - [|||||.....]
- o Overall - [|||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 56 - \$0
  - RCL - 10 - \$0
  - LAGM - 8 - \$5000
  - XMAA - 12 - \$5900
- o How to Unlock - Finish Mission 4A
- o Comments - A good substitute for the Apalis, though I'd still advise you to get the Apalis due to the screwed up stability of this plane. On it's own, this aircraft is pretty good, and can help in some A2A as well as A2G missions with equal efficiency.

#### Mig-29A FULCRUM

- o Price - \$14400
- o Maximum Speed - [|||||||.....]
- o A2A Capabilities - [|||||||.....]
- o A2G Capabilities - [|||||||.....]
- o Manoeuvrability - [|||||||.....]
- o Stability - [|||||||.....] [200]
- o Defense - [|||||.....]
- o Overall - [|||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 58 - \$0
  - UGB - 12 - \$0
  - RCL - 12 - \$4500
  - LASM - 10 - \$6500
- o How to Unlock - Finish Mission 5B
- o Comments - A very good aircraft that's definitely worth the purchase. It is a good substitute to the Apalis, with slightly better stats, but the Apalis still has a better weapon selection. Nevertheless, this is a valuable fighter that you should consider buying during your first playthrough.

#### A-10A THUNDERBOLT

- o Price - \$15100
- o Maximum Speed - [|||||.....]
- o A2A Capabilities - [|||.....]
- o A2G Capabilities - [|||||||.....]
- o Manoeuvrability - [|||||||.....]
- o Stability - [|||||||.....] [100]
- o Defense - [|||||||.....]

- o Overall - [|||||||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 60 - \$0
  - XAGM - 18 - \$0
  - SFFS - 14 - \$6500
  - FAEB - 10 - \$8400
- o How to Unlock - Finish Mission 6B
- o Comments - The A-6E's brother is definitely a good one. It has amazing defenses and stability (it's stall speed is 100 mph, THAT's amazing). This aircraft is definitely worth the purchase, and can help in lots of horrible A2G missions like 5A and/or 5B.

#### MIG-21-93

- o Price - \$15400
- o Maximum Speed - [|||||||||.....]
- o A2A Capabilities - [|||||||||.....]
- o A2G Capabilities - [|||||||||.....]
- o Manoeuverability - [|||||||||.....]
- o Stability - [|||||||||.....] [220]
- o Defense - [|||||||||.....]
- o Overall - [|||||||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 66 - \$0
  - SAAM - 8 - \$0
  - LASM - 10 - \$7100
  - ECMP - 5 - \$6800
- o How to Unlock - Finish Mission 3A in your second playthrough
- o Comments - This plane gives most aircraft in its class a run for their money. With a not-so-bad price and good stats, this could be an excellent aircraft to use for some time in Campaign mode. Sure, its stability leaves a lot to be desired, but meh, there is worse, just wait and see...

#### MIRAGE 2000D

- o Price - \$15900
- o Maximum Speed - [|||||||||.....]
- o A2A Capabilities - [|||||||||.....]
- o A2G Capabilities - [|||||||||.....]
- o Manoeuverability - [|||||||||.....]
- o Stability - [|||||||||.....] [200]
- o Defense - [|||||||||.....]
- o Overall - [|||||||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 60 - \$0
  - UGB - 14 - \$0
  - GPB - 10 - \$5600
  - XAGM - 12 - \$6600
- o How to Unlock - Finish Mission 3B
- o Comments - What could I say... This plane is something like the previous Mig-21-93, but yet it isn't as practical when it comes to A2A since there are no SP weapons to support A2A missions. The XAGM makes the plane more geared towards being more of an A2G plane. I'd say stick with the A-10 for A2G missions, but again this plane may come in practical in a mixed mission.

#### F-14D SUPER TOMCAT

- o Price - \$16600
- o Maximum Speed - [|||||||||.....]
- o A2A Capabilities - [|||||||||.....]
- o A2G Capabilities - [|||||||||.....]
- o Manoeuverability - [|||||||||.....]
- o Stability - [|||||||||.....] [230]

- o Defense - [|||||||||||.....]
- o Overall - [|||||||||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 62 - \$0
  - XLAA - 12 - \$0
  - NPB - 12 - \$5900
  - GPB - 10 - \$5900
- o How to Unlock - Finish Mission 6A
- o Comments - The F-14D is more like a mirrored Mirage, better at A2A than A2G. It has a little boost in Manoeuverability at the sacrifice of some Stability. Overall the plane is good, though the Mig-21-93 is the better alternative.

#### MIG-31 FOXHOUND

- o Price - \$18400
- o Maximum Speed - [|||||||||||.....]
- o A2A Capabilities - [|||||||||||.....]
- o A2G Capabilities - [|||||||||||.....]
- o Manoeuverability - [|||||||||||.....]
- o Stability - [|||||||||||.....] [220]
- o Defense - [|||||||||||.....]
- o Overall - [|||||||||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 62 - \$0
  - SAAM - 8 - \$0
  - UGBL - 12 - \$6700
  - XLAA - 12 - \$8600
- o How to Unlock - Finish Mission 6A
- o Comments - Great aircraft. It has pretty excellent manoeuvrability when compared to other aircraft you've unlocked at this point in Campaign mode. It is a good fighter, and spending some money upgrading to this aircraft isn't really a bad idea.

#### YR-302 FREGATA

- o Price - \$21000
- o Maximum Speed - [|||||||||||.....]
- o A2A Capabilities - [|||||||||.....]
- o A2G Capabilities - [|||||||||||.....]
- o Manoeuverability - [|||||||||||.....]
- o Stability - [|||||||||||.....] [170]
- o Defense - [|||||||||||.....]
- o Overall - [|||||||||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 60 - \$0
  - NPB - 14 - \$0
  - LAGM - 12 - \$8700
  - FAEB - 6 - \$10800
- o How to Unlock - Finish Mission 7A or 7B
- o Comments - This plane is DEFINITELY WORTH IT. Buy it ASAP and use it for A2G missions. It has a typical A2G aircraft stats but still has the ability to stand its grounds in terms of A2A. Definitely a plane of choice.

#### TORNADO F-3

- o Price - \$22500
- o Maximum Speed - [|||||||||||.....]
- o A2A Capabilities - [|||||||||||.....]
- o A2G Capabilities - [|||||||||.....]
- o Manoeuverability - [|||||||||||.....]
- o Stability - [|||||||||||.....] [215]
- o Defense - [|||||||||||.....]

- o Overall - [|||||||||||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 64 - \$0
  - XMAA - 12 - \$0
  - SAAM - 12 - \$10400
  - ECMP - 5 - \$10300
- o How to Unlock - Finish Mission 7A
- o Comments - This is an excellent A2A aircraft, and is a perfect alternate to the Cariburn. You could use this for A2As and keep the Fregata for the A2G missions. This plane excels in the defense department as well, so it may surprise you to see a well manoeuvring aircraft and excellent defense at the same time. >\_>

F-15E STRIKE EAGLE

- o Price - \$23200
- o Maximum Speed - [|||||||||||||.....]
- o A2A Capabilities - [|||||||||||||.....]
- o A2G Capabilities - [|||||||||||||.....]
- o Manoeuverability - [|||||||||||||.....]
- o Stability - [|||||||||||||.....] [190]
- o Defense - [|||||||||.....]
- o Overall - [|||||||||||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 66 - \$0
  - SFFS - 12 - \$0
  - SAAM - 10 - \$10400
  - GPB - 14 - \$8600
- o How to Unlock - Finish Mission 7B
- o Comments - Average, balanced aircraft. It has excellent Stability for an A2A fighter, which is useful. You could use this as a replacement for the Fregata and the Cariburn/Tornado, though I'd advise you to resort to the Fregata + Cariburn combo for now. Not a bad plane nevertheless.

X-02 WYVERN

- o Price - \$95900
- o Maximum Speed - [|||||||||||||.....]
- o A2A Capabilities - [|||||||||||||.....]
- o A2G Capabilities - [|||||||||||||.....]
- o Manoeuverability - [|||||||||||||.....]
- o Stability - [|||||||||||||.....] [200]
- o Defense - [|||||||||.....]
- o Overall - [|||||||||||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 60 - \$0
  - XLAA - 18 - \$0
  - BDSP - 14 - \$40900
  - XAGM - 14 - \$42100
- o How to Unlock - Finish Mission 12B or 12C for the second time
- o Comments - AC4's overpowered aircraft returns in ACX. This plane has the best manoeuverability in AC history, only matched by the X-49 Nightraven in AC3. The aircraft is more stable than the Falken and the Fenrir at low speeds. Even though it doesn't have any weapon trademark, it still has enough performance to be compared to the likes of Fenrir, Falken, Morgan, and the Nightraven. For the folks that played AC3, this is the XFA-36A in a brand new body and smaller missile load. :)

ADF-01 FALKEN

- o Price - \$148500
- o Maximum Speed - [|||||||||||||.....]
- o A2A Capabilities - [|||||||||||||.....]

- o A2G Capabilities - [|||||||.....]
- o Manoeuverability - [|||||||.....]
- o Stability - [|||||||.....] [150]
- o Defense - [|||||||.....]
- o Overall - [|||||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 84 - \$0
  - TLS - 12 - \$0
  - XLAA - 14 - \$65400
  - FAEB - 14 - \$68200
- o How to Unlock - Finish Mission SP
- o Comments - Ze Phalken. This plane is the second most overpowered plane in AC history (the #1 spot goes to the X-49 Nightraven, it had a weapon, Orbital Sattelite Laser, that basically One Hit KO's anything that you just LOCKED ON, no targeting required). It's TLS can toast anything in it's way, and has a good range as well. Even though it's range wasn't as good as in the previous ACs, it is still overpowered. Beautiful.

FENRIR ADVANCED FIGHTER

- o Price - \$215000
- o Maximum Speed - [|||||||.....]
- o A2A Capabilities - [|||||||.....]
- o A2G Capabilities - [|||||||.....]
- o Manoeuverability - [|||||||.....]
- o Stability - [|||||||.....] [150]
- o Defense - [|||||||.....]
- o Overall - [|||||||.....]
- o Weapon Load/Price - VL - 800 - \$0
  - SM - 50 - \$0
  - LASM - 18 - \$0
  - XMAA - 14 - \$100300
  - LSWM - 2 - \$129000
- o How to Unlock - Finish all missions, then finish Campaign on Ace difficulty
- o Comments - BAM. This thing is amazing. It has excellent stats (except for the stability, which is average, and the missile load, which is \*\*\*\*), and you could use the LSWM for anything, anyday. If you want some fantastic nucleomania, use this plane. The only thing this plane needs is a bigger missile load. The Aurelian version you get has no Optical Camouflage though, while the Leasathian version had the Optical Camouflage feature AND a special microwave weapon. Why do those Leasathian bastards always get the good stuff?

REST OF AIRCRAFT LIST COMING SOON

4-2- Weapon List

????????????????

A list of weapons in the game.

EXAMPLE

- o Price - How much you pay to get the weapon for certain planes.
- o Availability - Which aircraft has this weapon equipped.
- o Power - A scale to show the amount of damage done to targets that recieved a DIRECT hit from the weapon, this means that the Power stat is a measure ONLY for the unit targeted directly by the weapon, and not other units who got caught in the blast radius. You could also think of this as a measure for the maximum possible damage inflicted to any target by that certain weapon.
- o Accuracy - How accurate is the weapon in hitting its target. A higher

accuracy stat means that the weapon has a greater chance of hitting its target DIRECTLY, and vice versa. UNGUIDED means that the weapon does not have a targeting system and you must target it manually. PROJECTILE means that the weapon will take a parabolic path (arc), and ST. LINE means that the weapon travels in a straight line for its entire range. The small number to the right indicates the number of simultaneous shots possible with the weapon without the need for reloading.

- o Fire Rate - This is a measure of the number of times the weapon is fired per unit time. This means you can use the weapon much more frequently if it has a higher Fire Rate, and vice versa.
- o Range - How far could the weapon reach out. You could also think of this as the "lock on" distance, which is the maximum distance possible at which you can achieve a lock on or inflict damage to the target.
- o Blast Radius - The area of damage. Smaller radii mean that the weapon is less likely to damage surrounding objects, and a larger radius means that the weapon can destroy distant surrounding targets.
- o Overall - An overall estimate for the weapon capabilities, taking in consideration all above factors and my own opinion. THIS IS NOT AN AVERAGE OF THE ABOVE.
- o Comments - My general opinion of the weapon, and special weapon capabilities that cannot be stated above.

#### VULCAN [VUL]

- o Price - \$0
- o Availability - All Aircraft
- o Power - [|.....]
- o Accuracy - [ UNGUIDED, ST. LINE ] [1]
- o Fire Rate - [|||||||||||||||||.]
- o Range - [||.....]
- o Blast Radius - [.....]
- o Overall - [||||.....]
- o Comments - The handy machinegun. If you know how to use it, it will be your saviour whenever you run out of missiles. I highly advise you to get used to killing both aerial and ground targets with this thing, as if you master it, it WILL make your life easier. Destroying targets with this weapon can get you a few medals. However, as a comparable weapon, it simply SUCKS HARD.

#### STANDARD MISSILE [SM]

- o Price - \$0
- o Availability - All Aircraft
- o Power - [|||||||||.....]
- o Accuracy - [|||||||.....] [2]
- o Fire Rate - [|||||||||.....]
- o Range - [|||||||.....]
- o Blast Radius - [.....]
- o Overall - [|||||||.....]
- o Comments - You're stuck with this thing for all your missions. It isn't bad, but there IS better. The range isn't good, since by the time you have a lock on your enemies, your enemies WILL have a lock on you as well. But hey, without this, and you would be stuck with the limited ammo of the SP missiles and/or the guns. These standard missiles can get the job done, but not perfectly.

#### UNGUIDED BOMB [UGB]

- o Price - \$8500
- o Availability - JA-37, XFA-24A, F-5E, Mig-29A, Mir2000D, Su-27
- o Power - [|||||||||.....]

- o Accuracy - [UNGUIDED, PROJECTILE] [2]
- o Fire Rate - [|||||||.....]
- o Range - [|||||||.....]
- o Blast Radius - [|||||||.....]
- o Overall - [|||||||.....]
- o Comments - The standard Unguided Bomb. Not a bad weapon to use against nasty clusters of ground targets. I don't advise you to get it though, since there will almost always be a better bomb to purchase and use. It comes free with aircraft that support it though, so no problems.

UNGUIDED BOMB LARGE [UGBL]

- o Price - \$2300 up to \$11300
- o Availability - F-4E, A-6E, F-1, Mig-31, F-117, Mig-1.44
- o Power - [|||||||.....]
- o Accuracy - [UNGUIDED, PROJECTILE] [2]
- o Fire Rate - [|||||||.....]
- o Range - [|||||||.....]
- o Blast Radius - [|||||||.....]
- o Overall - [|||||||.....]
- o Comments - An upgraded version of the UGB. It packs more destruction and has a huge blast radius. It is an ideal choice for nice clusters of ground units and is only surpassed by a small minority. Nevertheless, it's definitely worth a purchase, especially for the weaker planes like the F-4E.

NAPALM BOMB [NPB]

- o Price - \$5900 up to \$23700
- o Availability - F-4E, F-14D, YR-302, F/A-18E, YF-23, Su-47
- o Power - [|||||||.....]
- o Accuracy - [UNGUIDED, PROJECTILE] [2]
- o Fire Rate - [|||||||.....]
- o Range - [|||||||.....]
- o Blast Radius - [||||.....]
- o Overall - [|||||||.....]
- o Comments - Not worth it PERIOD. It has horrible blast radius and barely any power surpassing that of a normal missile. There isn't really anything that good about the bomb, and to know it takes a slot in amazing Aircraft like the Berkut, AT A PRICE DOUBLE THAT OF THE UGBL, is pretty outrageous.

ROCKET LAUNCHER [RCL]

- o Price - \$2700 up to \$4500
- o Availability - F-5E, F-1, F-16C, Mig-29A, XR-45, Gripen,
- o Power - [|||||||.....]
- o Accuracy - [UNGUIDED, PROJECTILE] [2]
- o Fire Rate - [|||||||.....]
- o Range - [|||||||.....]
- o Blast Radius - [|||||||.....]
- o Overall - [|||||||.....]
- o Comments - To be honest, this is better than the NPB, but still isn't good enough. You could equate this to the capabilities of the UGB, and it still maintains a manageable price of up to \$4500. A good buy at the start of the game, even though I'd go with other bombs (such as the UGBL on the F-4E).

GUIDED PENETRATING BOMB [GPB]

- o Price - \$5600 up to \$18500
- o Availability - Mir2000D, F-14D, F-15E, F-117A, Typhoon, F-22
- o Power - [|||||.....]
- o Accuracy - [|||||||.....] [2]
- o Fire Rate - [|||||||.....]
- o Range - [|||||||.....]
- o Blast Radius - [|||||||.....]



- o Overall - [|||||||||.....]
- o Comments - A guided version of the UGB. It isn't great, but the guidance system gives it a few extra points. Not that good though, and I would go with the better, and more powerful...

STANDOFF DISPENSER [SOD]

- o Price - \$10700 up to \$21100
- o Availability - XFA-27, Rafale M, F-35, F-15S/MTD, F-22, F/B-22,
- o Power - [|||||||||.....]
- o Accuracy - [|||||||||.....] [2]
- o Fire Rate - [|||||||||.....]
- o Range - [|||||||||.....]
- o Blast Radius - [|||||||||.....]
- o Overall - [|||||||||.....]
- o Comments - A more powerful version of the GPB. This is actually BETTER than the UGBL in that it's got almost the same power, AND is guided. It's almost a fire-and-forget weapon for ground targets. The only real drawbacks for this weapon is the flaming expensive price (which sometimes isn't really worth it) and perhaps that it favors targets aligned in a straight line rather than a cluster. But still, it's a great weapon. I mean, it's still cheaper than the NPB, and OUTPERFORMS it.

SELF FORGING FRAGMENTS SUBMUNITIONS [SFFS]

- o Price - \$6500 up to \$19700
- o Availability - A-10A, F-15E, Su-27, F-2A, Typhoon, YR-99,
- o Power - [|||||||.....]
- o Accuracy - [UNGUIDED, PROJECTILE] [2]
- o Fire Rate - [|||||||||.....]
- o Range - [|||||||||.....]
- o Blast Radius - [|||||||||.....]
- o Overall - [|||||||.....]
- o Comments - Err, not a bad weapon, but it isn't amazing as well. It covers a massive area, granted, but it isn't THE weapon of choice. I'd rank this near the UGBL and the SOD, but it isn't really as good.

FUEL AIR EXPLOSIVE BOMB [FAEB]

- o Price - \$8400 up to \$68200
- o Availability - A-10A, YR-302, X-29A, F-15S/MTD, Su-37, ADF-01
- o Power - [|||||||||.....]
- o Accuracy - [UNGUIDED, PROJECTILE] [2]
- o Fire Rate - [|||||||||.....]
- o Range - [|||||||||.....]
- o Blast Radius - [|||||||||.....]
- o Overall - [|||||||||.....]
- o Comments - Meet the most powerful bomb ever. This thing is for MASSIVE DAMAGE and insane destruction. Just drop one or two of these on whatever ground target you want, and... \*film of nuke bomb exploding\*. IT IS THE BOMB. If you want it for the Falken, good luck getting the \$68200 for it. I'd stick to the TLS for that my friend, I AIN'T PAYING ALL THAT FOR SOME FUEL BOMB. Yeah. It is insanely expensive for the rest of the aircraft as well. But hey, it is TEH BOMB after all. If only the F-35 had the FAEB though...  
\*nuke explodes again\*

BOMBLET DISPENSER [BDSP]

- o Price - \$12100 up to \$40900
- o Availability - F-16XL, YF-23A, F/B-22, Su-47, X-02
- o Power - [|||||||.....]
- o Accuracy - [UNGUIDED, PROJECTILE] [2]
- o Fire Rate - [|||||||||.....]
- o Range - [|||||||||.....]

- o Blast Radius - [|||||||||||||.....]
- o Overall - [|||||||||.....]
- o Comments - Stay away from this weapon. IT LITERALLY SPAMS some otherwise excellent aircraft and even uber aircraft. In most cases, there should and will be a better alternative. Yeah, it's good to some extent, but as I said before, in most aircraft there are better alternatives. The worst thing about this bomb is the spread out blast radius. Even worse, it's blast radius is spread longitudinally, so that essentially makes destroying a cluster of ground targets less feasible. It is also pretty expensive, so again, stay away from it.

SEMI ACTIVE AIR TO AIR MISSILE [SAAM]

- o Price - \$2600 up to \$14000
- o Availability - F-4E, JA-37, Mig-29A, Mig-21 93, Mig-31, TND-F3, F-15E, F-16XL Su-47
- o Power - [|||||||||||||.....]
- o Accuracy - [|||||||||||||.....] [1]
- o Fire Rate - [||||.....]
- o Range - [|||||||||||||.....]
- o Blast Radius - [|.....]
- o Overall - [|||||||||.....]
- o Comments - A good A2A weapon. The missile has superb capabilities as long as you keep the target in the reticle, but that's what makes it unsuitable for crowded dogfights. You cannot keep the target in the reticle if you're going to evade missiles do you? It is good for some mid-range sniping of Aircraft, but the Semi-Activity limits the usefulness of the missile to that. It is still cheap though. :)

QUICK MANOEUVER AIR TO AIR MISSILE [QAAM]

- o Price - \$3700 up to \$21800
- o Availability - F-5E, X-29A, XFA-27, XR-45, F-35, YF-23, Su-37, Mig-1.44, S-32
- o Power - [|||||||||||||.....]
- o Accuracy - [|||||||||||||.....] [2]
- o Fire Rate - [|||||||||.....]
- o Range - [|||||||.....]
- o Blast Radius - [|.....]
- o Overall - [|||||||||.....]
- o Comments - The most accurate A2A weapon. This thing has impressive target tracking capabilities. You can call it a "beefed up" standard missile. It also has incredible power to boot with. Unfortunately, AC4's QAAMs still win the title of "the truly uber weapon". These QAAMs from the first PS2 Ace Combat installment were able to take down THE MOST SKILLED FIGHTERS IN THE ENTIRE GAME with a very low failure rate. But hey, ACX's QAAMs are still not a bad deal.

ADVANCED MEDIUM RANGE AIR TO AIR MISSILES [XMAA]

- o Price - \$4100 up to \$100300
- o Availability - XFA-24A, F-16C, TND-F3, Su-27, F-2A, F/A-18E, Rafale M, YR-99, F-22, Fenrir
- o Power - [|||||||||||||.....]
- o Accuracy - [|||||||||||||.....] [4]
- o Fire Rate - [|||||||||||||.....]
- o Range - [|||||||||||||.....]
- o Blast Radius - [||||.....]
- o Overall - [|||||||||.....]
- o Comments - Great missiles. They can get you the job done in missions like 6A, where there is an increased number of aerial targets. They aren't quite the sniper missiles though, and they can be really frustrating at short range. They are good though for all planes, but definitely not worth the purchase on an amazing uber aircraft like Fenrir. XD

ADVANCED LONG RANGE AIR TO AIR MISSILES [XLAA]

- o Price - \$8600 up to \$65400
- o Availability - F-14D, Mig-31, XR-45, Gripen, Typhoon, F-15S/MTD, Su-37, X-02, ADF-01
- o Power - [|||||||||||||||||.....]
- o Accuracy - [|||||||||||||||||.....] [4]
- o Fire Rate - [|||||||||||||||||.....]
- o Range - [|||||||||||||||||.....]
- o Blast Radius - [|||||||.....]
- o Overall - [|||||||||||||||||.....]
- o Comments - The second best A2A weapon ever. This is an excellent way to snipe ahead any nasty aircraft from as far as 3000 metres. Insane, I know. They have slightly more power than their older brothers, the XMAA, and still can be used to rake aerial targets in groups of an astounding FOUR. This is also one of the few A2A missiles which has a blast radius, so enjoy. As a side note, why are all the Falken's weapons expensive?

LONG RANGE AIR TO SURFACE/GROUND MISSILES [LASM/LAGM]

- o Price - \$1800 up to \$28700
- o Availability - LASM - A-6E, JA-37, F-1, F-2A, Rafale M, F-35, Fenrir  
- LAGM - F-16C, YR-302, X-29A, F-117A, YR-99, Mig-1.44, S-32
- o Power - [|||||||||||||||||.....]
- o Accuracy - [|||||||||||||||||.....] [2]
- o Fire Rate - [|||||||||.....]
- o Range - [|||||||||||||||||.....]
- o Blast Radius - [|||||||.....]
- o Overall - [|||||||||||||||||.....]
- o Comments - The two are essentially the same thing, except that the LASM inflicts MUCH more damage on Naval vessels and has a larger blast radius when fired at Ships. The only problem with these missiles is that they run too close to the ground, that any hills or walls in the way can stop them. Other than that, these are great missiles, and perhaps a good replacement for bombs in most situations.

ADVANCED AIR TO GROUND MISSILES [XAGM]

- o Price - \$2000 up to \$42100
- o Availability - A-6E, XFA-24A, A-10A, Mir2000D, F-16XL, F/B-22, X-02
- o Power - [|||||||||||||||||.....]
- o Accuracy - [|||||||||||||||||.....] [4]
- o Fire Rate - [|||||||||||||||||.....]
- o Range - [|||||||.....]
- o Blast Radius - [|||||||.....]
- o Overall - [|||||||||||||||||.....]
- o Comments - This weapon is technically the XMAA, but with shorter range, bigger blast radius, and higher accuracy. This thing goes at the same firing altitude, until it reaches the target, where it DIVES DOWN STRAIGHT into it. This weapon is perfect in situations such as mission 3C. It is also not really expensive when considering what it can do. It can also even replace any bomb (even the almighty FAEB) as it can take out up to 4 ground targets at once, and has an excellent guidance system to boot.

TACTICAL LASER SYSTEM [TLS]

- o Price - \$0
- o Availability - ADF-01
- o Power - [ INSTANT ONE HIT KO ]
- o Accuracy - [ UNGUIDED, ST. LINE ] [I]
- o Fire Rate - [|||||||||||||||||.....]
- o Range - [|||||||||||||||||.....]
- o Blast Radius - [.....]













- o Ace Unit - Mig-21 93 "ROSE"
- o How to spawn - Destroy all aircraft units quickly (but do not ignore the ground units for too long otherwise you'll fail the mission). Once done, go destroy one group of ground units, and the ace will spawn to the northwest.
- o Star Unit - GRND Vehicle
- o How to spawn - When you destroy the central group of targets, the star unit will spawn directly to the east.

#### MISSION 4B [FALSE TARGET]

- o Ace Unit - F-14D "SAVANNA"
- o How to spawn - Destroy ALL escort, decoy, and target aircraft until you reach the fourth group. The ace should spawn to the west.
- o Star Unit - C-17
- o How to spawn - The star unit will spawn near the ace unit to the west.

#### MISSION 5A [ROLLING THUNDER]

- o Ace Unit - F-16C "ICE"
- o How to spawn - Destroy half of the enemy units without allowing any damage to be inflicted on the Davis unit. The ace should spawn to the east.
- o Star Unit - Aircraft Hangar
- o How to spawn - At the start of the mission, the star unit will spawn in the far northeast. At first you should have locked onto an antenna, but as you get closer the Hangar will appear.

#### MISSION 5B [PINNED DOWN]

- o Ace Unit - Mirage 2000D "GARANDA"
- o How to spawn - Destroy half of the enemy units without allowing any damage to be inflicted on the Davis unit. The ace should spawn to the northeast.
- o Star Unit - Aircraft Hangar
- o How to spawn - At the start of the mission, the star unit will spawn in the far northeast. At first you should have locked onto an antenna, but as you get closer the Hangar will appear.

#### MISSION 6A [THE MIDNIGHT SUN]

- o Ace Unit - F-5E "GHOST"
- o How to spawn - Destroy all aircraft before destroying the Gleipnir for the first time. The ace will spawn after the mission update.
- o Star Unit - Container Ship
- o How to spawn - The star unit will spawn after you have destroyed the Gleipnir's optical camouflage, right in the center of the map.

#### MISSION 6B [ICE BOUND]

- o Ace Unit - Mig-31 "PALADIN"
- o How to spawn - Destroy as much enemy units as possible without allowing the allied fleet to sustain any damage. The ace will spawn to the north after the mission update.
- o Star Unit - Container Ship
- o How to spawn - Spawns after the mission update to the east.

#### MISSION 7A [STANDOFF IN THE SKIES I]

- o Ace Unit - Mig-29A "FROST"
- o How to spawn - Destroy as much enemy units as possible before damaging the Gleipnir. The ace should spawn in the reinforcement aircraft.
- o Star Unit - GRND Vehicle
- o How to spawn - The same as the ace spawning requirements. It will be near one of the ground target clusters.

#### MISSION 7B [STANDOFF IN THE SKIES II]

- o Ace Unit - A-10A "FIRESTORM"
- o How to spawn - Destroy the Gleipnir before it damages the ground forces, and

the ace will spawn to the southeast.

- o Star Unit - Container Ship
- o How to spawn - Spawns directly after you receive the task of destroying the shock cannon, in the center of the map.

#### MISSION 7C [TIME LIMIT]

- o Ace Unit - F-35C "BEACRUX"
- o How to spawn - Neutralize all gas bombs quickly, and the ace will appear in the reinforcements.
- o Star Unit - E-767
- o How to spawn - Right at the start of the mission, slightly ahead of the first gas bomb, at a high altitude.

#### MISSION 8A [STRIKING POINT]

- o Ace Unit - X-29A "VIPER"
- o How to spawn - Destroy two ground sectors quickly, and the ace will spawn to the northwest.
- o Star Unit - U-2
- o How to spawn - Same as the ace. The U-2 spawns to the southwest though.

#### MISSION 8B [THE WASTELAND]

- o Ace Unit - F-15E "RAGE"
- o How to spawn - Destroy as much targets as possible, and at 3 mins remaining the ace should be near where you're flying.
- o Star Unit - ???
- o How to spawn - The star unit is in one of the clusters of ground targets, so you should find it easily while destroying the targets.

#### MISSION 9A [BLITZ]

- o Ace Unit - TND-F3 "GACRUX"
- o How to spawn - Fly through the radar quickly, the ace will spawn after the mission update to the left of the reinforcements.
- o Star Unit - CH-47
- o How to spawn - At the start, there is a lone aircraft to the southwest. That is the star unit. You must deviate out of your path to the dead end where the star lies if you want to shoot it down.

#### MISSION 9B [A DIVERSION]

- o Ace Unit - F/A-18E "STORM"
- o How to spawn - At the start, to the southeast.
- o Star Unit - B-52
- o How to spawn - Spawns once the chopper squad enters the base airspace, parked near one of the hangars.

#### MISSION 10A [JOINT OPERATION]

- o Ace Unit - Su-27 "ACRUX"
- o How to spawn - At the start, near the centre of the map.
- o Star Unit - C-5
- o How to spawn - Spawns after you destroy a few fighters, to the southeast.

#### MISSION 10B [BREAK IN]

- o Ace Unit - F-16XL "FIEL"
- o How to spawn - Destroy all air units, the ace will appear after the mission update in the reinforcements.
- o Star Unit - Container Ship
- o How to spawn - Spawns right in front of you after the mission update.

#### MISSION 11A [IN PURSUIT I]

- o Ace Unit - F-117A "INFERNO"
- o How to spawn - Spawns to the northeast, and reaches the HPS area at around

seven minutes remaining.

- o Star Unit - CH-47
- o How to spawn - Spawns above the HPS and Jammers, after destroying a few of the jamming facilities.

#### MISSION 11B [IN PURSUIT II]

- o Ace Unit - F-2A "FURY"
- o How to spawn - At around 7 minutes remaining, FURY will spawn to the north of the HPS area.
- o Star Unit - GRND Vehicle
- o How to spawn - Spawns around the HPS after destroying the SP Vehicles around the area BEFORE the mission update. Thanks to Javier for the star unit info.

#### MISSION 12A [GAIUSS TOWER]

- o Ace Unit - Typhoon "ZEPHYR"
- o How to spawn - Spawns to the east after the mission update only if you allowed no damage to the ground forces.
- o Star Unit - GRND Vehicle
- o How to spawn - Spawns in the exact center of the map after the mission update commences.

#### MISSION 12B [ATMOS RING]

- o Ace Unit - Gripen C "RIOT"
- o How to spawn - Spawns after destroying all air units (and the wave of reinforcements that follows) in the second wave of reinforcements.
- o Star Unit - CH-47
- o How to spawn - Spawns ONLY if you destroy the cannon BEFORE the air targets, above the Gaiuss Tower.

#### MISSION 12C [WILD CARD]

- o Ace Unit - Rafale M "TYRANT"
- o How to spawn - Spawns to the southwest only if you prevent any damage to the ALC, after the mission update.
- o Star Unit - Gunboat
- o How to spawn - Spawns to the south of the city, after the mission update.

#### MISSION 13A [ALECT SQUADRON]

- o Ace Unit 1 - Su-37 "SORROW"
- o How to spawn - Destroy ALL aircraft as quickly as possible while sparing one Alect member.
- o Ace Unit 2 - F-22 "PAIN"
- o How to spawn - Same as SORROW, spawns on the opposite side of the map.
- o Star Unit - Container Ship
- o How to spawn - Spawns to the west after the Alect Squad appears on the map.

#### MISSION 13B [ARMADA]

- o Ace Unit 1 - F-15S/MTD "COMET"
- o How to spawn - Destroy the second fleet quickly, spawns to the northwest.
- o Ace Unit 2 - YF-23 "SPIDER"
- o How to spawn - Destroy the third fleet quickly except the battleship.
- o Star Unit - B-2 (!!)
- o How to spawn - Same as COMET, spawns to the west.

#### MISSION 14A [FIRESTORM]

- o Ace Unit - Mig-1.44 "LANCER"
- o How to spawn - Destroy 3 Container ships by destroying hangars when they are nearby, so they'd be caught in the blast sphere. He spawns to the east.
- o Star Unit - Submarine
- o How to spawn - Spawns in the huge cave to the south of the island, after destroying a few targets.

MISSION 14B [OFFLINE]

- o Ace Unit - F/B-22 "OCRA"
- o How to spawn - Destroy EVERYTHING, then OCRA will spawn after the mission update, to the south.
- o Star Unit - Container Ship
- o How to spawn - Spawns to the southeast of the largest island, after the mission update.

MISSION 15A [END OF DECEPTION I]

- o Ace Unit - S-32 "ELISA"
- o How to spawn - Spawns to the northeast after destroying two Fenrir aircraft.
- o Star Unit - Container Ship
- o How to spawn - Spawns after one shockwave from the Shock cannon after the mission update. Thanks go to Neo\_Razgriz for the star unit info.

MISSION 15B [END OF DECEPTION II]

- o Ace Unit - Su-47 "DUSK"
- o How to spawn - Same as ELISA in 15A
- o Star Unit - U-2
- o How to spawn - Parked inside a side tunnel in the final part of the mission.

MISSION SP [OPERATION X]

- o Ace Unit 1 - XFA-27 "SCARFACE ONE"
- o How to spawn - Spawns after you destroyed all aircraft EXCEPT one ADF-01. You must also be quick at it to make him spawn.
- o Ace Unit 2 - ADF-01 "Z.O.E."
- o How to Spawn - Same as SF1, but on the other side of the map.
- o Star Unit - None
- o How to spawn - None

4-5- Mission Map

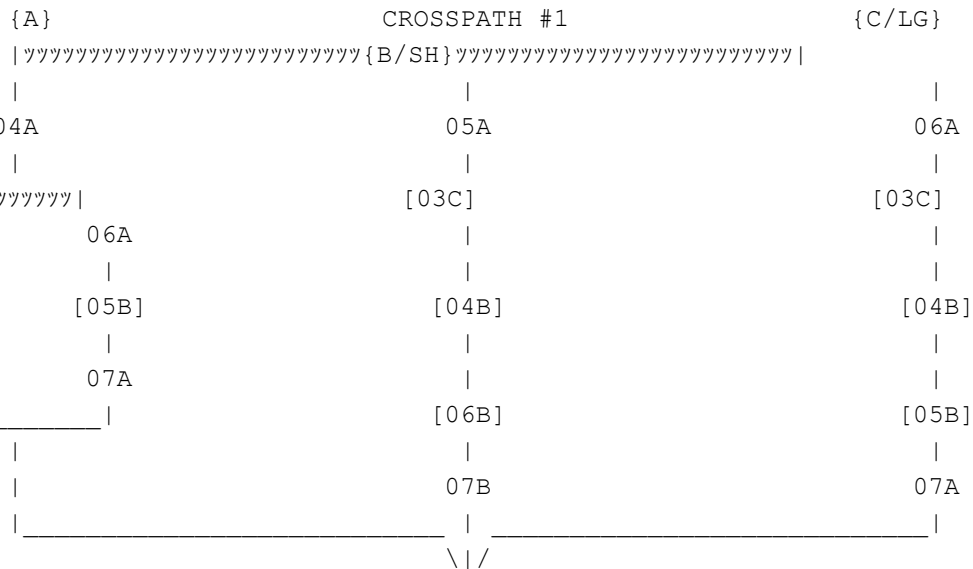
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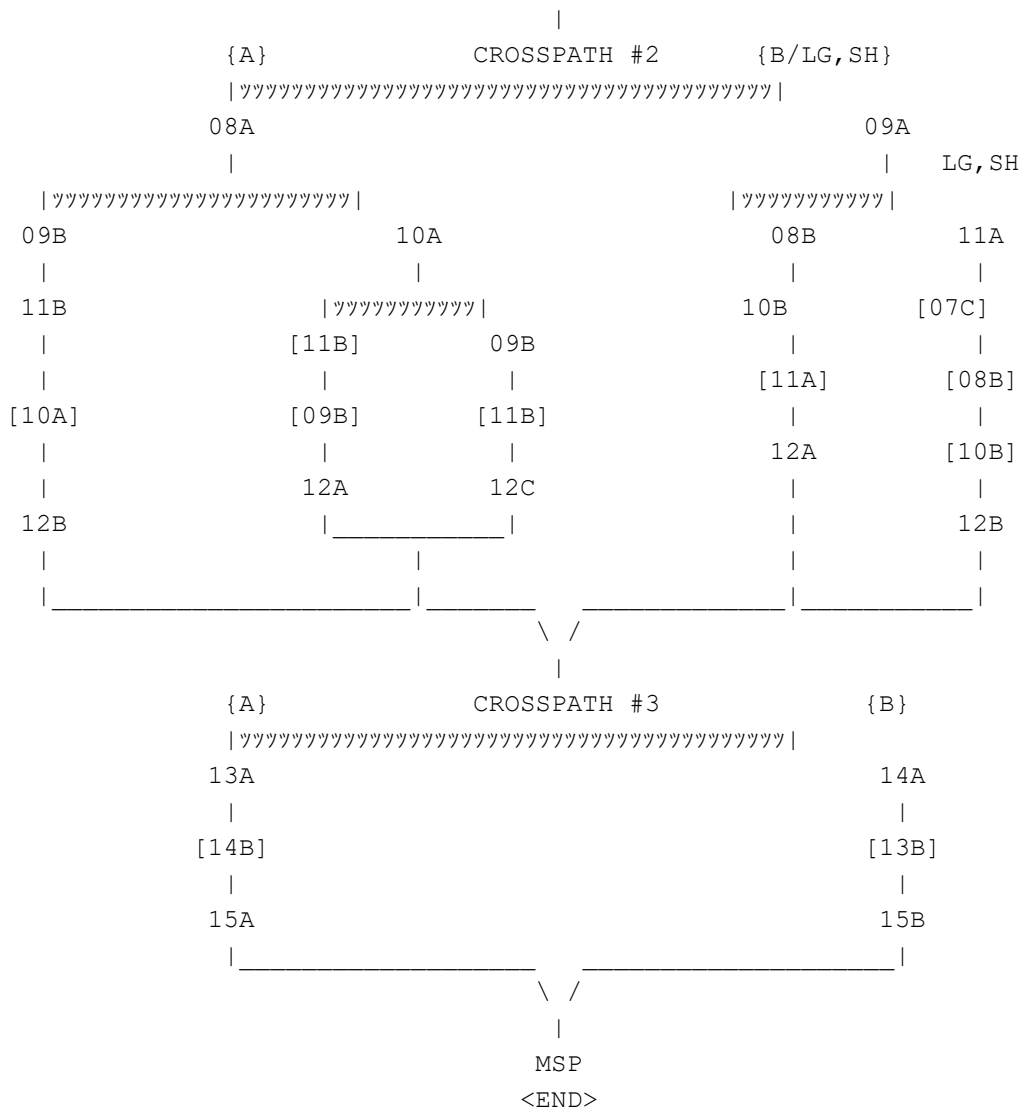
LEGEND

<START>

- M01
- { } = Path Name |
- [ ] = Optional Mission |
- LG = Longest Path M02
- SH = Shortest Path |
- LG,SH = Shortest AND Longest |

03A





Note that optional missions are advisable to take (unless you're aiming for taking the shortest routes for the respective medal) since ignoring them will probably add some annoying in-mission effects, such as limited weaponry, a shorter time limit due to limited fuel, radar jamming, increased enemy power, additional reinforcements, etc.

#### 4-6- Frequently Asked Questions

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[Q] How do I unlock Mission 12C (Wild Card)?

[A] Unlike Mission 3B or Mission 7C, Mission 12C is unlocked AT THE SAME TIME Mission 12A or 12B would unlock. Follow one of these two paths.

Path 1: 7A or 7B-8A-10A-9B-11B-12C

Path 2: 7A or 7B-8A-10A-9B-12C

The second path will however include radar jamming, so it may be better not to skip mission 11B.

[Q] Is it possible to unlock Optical Camouflage for the Fenrir?

[A] No, or perhaps not that I know of.

[Q] How many campaign playthroughs are needed to unlock everything?

[A] I believe it is possible to unlock all missions, planes, parts, and medals in three playthroughs by playing on Normal, Hard, and Ace.

[Q] Could you e-mail me your save file?

[A] No. I don't see why would anybody want the save file when there is already a save file on GameFAQs with everything unlocked? Besides, you'd probably

be better off finishing it yourself to get the most replay value out of the game.

[Q] Are the Multiplayer parts and medals worth it?

[A] I haven't tried them, since there is nobody to play ACX multiplayer with where I live, but knowing from other people on the forums, they aren't really that impressive, and you unlock better parts through Campaign mode.

[Q] What does "A/B" mean? You keep using that in your walkthrough.

[A] It means AfterBurners, which is the secret miraculous L shoulder button on your PSP which causes your plane to accelerate. If you haven't already noticed too, whenever you press L, a little [A/B] sign appears on your PSP screen.

[Q] What is the most practical Aircraft/Weapon in the game?

[A] For Air to Air missions, the Falken w/ TLS. Sure, the Fenrirs blast radius is more beneficial and the Fenrir/X-02s manoeuvrability is a tad better, the TLS is more handy and is the cheapest way to finish off an Air to Air mission. When it comes to ground missions though, the Fenrir w/ LSWM takes the cake, since unlike the Falken, there is an excellent chance that the missile will hit (unless you fire it before you get a lock on or something) and the blast radius can eliminate targets in massive bunches.

[Q] What is the longest/shortest path?

[A] Longest: 1-2-3A-6A-3C-4B-5B-7A-9A-11A-7C-8B-10B-12B-14A-13B-15B. Total: 17  
Shortest: 1-2-3A-5A-7B-9A-11A-12B-13A-15A. Total: 10  
You need to go through both paths twice to get the respective medals.

#### 4-7- Credits

????????????

The boring section. I'd like to thank:

God - For Everything.

Namco - For maintaining an AMAZING series, that is Ace Combat.

GameFAQs - For hosting my guide.

Supercheats - For hosting my guide.

CJayC - Without him, a great site like GameFAQs wouldn't exist.

GameFAQs Moderators and Admins - For making the boards as sane as possible.

GameFAQs Contributors - For helping me out in lots of games.

Dragoljub Kojadinovic - For fixing a few mistakes in the FAQ.

Javier Escaler - For the star unit info in M11B as well as several S-rank requirements.

Neo\_Razgriz - For the star unit info in M15A.

Grandmort - For confirmation of several S-rank requirements. You can visit his Ace Combat 4 fansite at [www.shatteredskies.net](http://www.shatteredskies.net).

My 7, shall we say, 8 year old PC - For not breaking down, again. :)

My Family - For the sake of all the quality times.

Me - For spending time in this FAQ. What would you expect? XD

You - For reading this FAQ.