

02: Out of the Fire	WT002
03A:Prelude	WT003
03B:Captive City	WT004
04A:Last Line of Defense	WT005
04B:False Target	WT006
05A:Rolling Thunder	WT007
05B:Pinned Down	WT008
06A:The Midnight Sun	WT009
06B:Ice Bound	WT010
07A:Standoff in the Skies I	WT011
07B:Standoff in the Skies II	WT012
07C:Time Limit	WT013
08A:Striking Point	WT014
08B:Wasteland	WT015
09A:Blitz	WT016
09B:A Diversion	WT017
10A:Joint Operation	WT018
10B:Break In	WT019
11A:In Pursuit I	WT020
11B:In Pursuit II	WT021
12A:Gaiuss Tower	WT022
12B:Atmos Ring	WT023
12C:Wild Card	WT024
13A:Alect Squadron	WT025
13B:Armada	WT026
14A:Firestorm	WT027
14B:Offline	WT028
15A:End of Deception I	WT029
15B:End of Deception II	WT030
SP :Operation X	WT031

V. Aircraft List

++ Attackers++

A-6E Intruder	AT001
A-10 Thunderbolt II	AT002
F-1	AT003
F-2A	AT004
F-15E Strike Eagle	AT005
F-16XL	AT006
F-117A Night Hawk	AT007
F/B 22 Concept	AT008
Mirage-2000D	AT009

++ Fighters ++

F-4E Phantom II	FT001
F-5E Tiger II	FT002
F-14D Super Tomcat	FT003
F-15S/MTD	FT004
F-16C Fighting Falcon	FT005
F-22 Raptor	FT006
MiG-21-93 Fishbed	FT007
MiG-29A Fulcrum	FT008
MiG-31 Foxhound	FT009
S-32	FT010
SU-27 Flanker	FT011
SU-37 Terminator	FT012

SU-47 Berkut ----- FT013
Tornado F3 ----- FT014
(Eurofighter) Typhoon ----- FT015
X-29A ----- FT016
YF-23A Black Widow II ----- FT017

++ Multiroles ++

F-35 Lightning II ----- MR001
F/A-18E Super Hornet ----- MR002
Fenrir (Advanced Aircraft) ----- MR003
JAS 39 Gripen C ----- MR004
JA-37 Viggen ----- MR005
MiG-1.44 ----- MR006
Rafale M ----- MR007

++ Experimental ++

ADF-01 FALKEN ----- EX001
X-02 Wyvern ----- EX002
XFA-24A Apalis ----- EX003
XFA-27 ----- EX004
XR-45 Cariburn ----- EX005
YR-99 Forneus ----- EX006
YR-302 Fregata ----- EX007

V. Special Weapon List

BDSP (Bomblet Dispenser) ----- SP001
ECMP (Electronics Countermeasure Pod) ----- SP002
FAEB (Fuel Air Explosive Bomb) ----- SP003
GPB (Guided Penetration Bomb) ----- SP004
LAGM (Long Range Air-to-Ground Missile) --- SP005
LASM (Long Range Air-to-Surface Missile) -- SP006
LWSM (Long Range Shock Wave Missile) ----- SP007
NPB (Napalm Bomb) ----- SP008
QAAM (Quick Maneuver Air-to-Air Missile) -- SP009
RCL (Rocket Launcher) ----- SP010
SAAM (Semi-active Air-to-Air Missile) ----- SP011
SFFS (Self-Forging Fragments Submunitions)- SP012
SOD (Standoff Dispenser) ----- SP013
TLS (Tactical Laser System) ----- SP014
UGB (Unguided Bomb) ----- SP015
UGBL (Unguided Bomb [Large]) ----- SP016
XAGM (Advanced Air-to-Ground Missile) ----- SP017
XLAA (Advanced Long Range A-A Missile) ---- SP018
XMAA (Advanced Middle Range A-A Missile) -- SP019

VI. Parts Index

VII. Credits

This document is copyrighted to me, Vhayste®. It is intended for ~PRIVATE~ use only. It cannot be used in ANY form of printed or electronic media involved in a commercial business, in part or in whole, in any way, shape, or form. It cannot be used for profitable or promotional purposes, regardless of the situation. Breaking any of these rules is in direct violation of copyright law.

This document is protected by copyright law and international treaties. Unauthorized reproduction and distribution of this document, or any portion of it, may result in severe civil and criminal penalties, and will be prosecuted to the maximum extent possible under the law. Any characters, names, places, or miscellaneous objects are copyright of their respective companies.

```
+-----+
|               A u T H O R ' S   N O T E               |
+-----+
```

Hello readers and welcome to my guide for Ace Combat X: Skies of Deception for the PSP. As you may have known, I was a big fan of the series, though I didn't have the chance to play the first titles for the Playstation. This guide will be my buffer until Ace Combat 6 gets released on the 2nd half of October, which, I am tasked of covering and writing an exclusive for IGN.

Air combat sims like AC is not always a game for everybody. I have played other similar titles but got disappointed. So far, this is the best air combat game out there.

Any feedback from you guys is very much appreciated. If you have corrections or suggestions tell me so; remember that I am doing this for FREE and I am investing my time and effort to make this guide as helpful as possible. I will try to cover everything that needs to be covered but I can't guarantee you that this will be perfect. Since I love using screenshots to make the guide more effective, spoilers may also lie ahead so read with care.

Though this may not come close to those overpriced official guides, I did my best to make this as useful as possible. I can't assure you that I can answer all your questions, but in the best of my ability I will. Thank you for grabbing this faq and enjoy.

Paul 'Vhayste' Michael

Download the PDF version of this guide @ IGN.com
<http://faqs.ign.com/objects/822/822479.html>

```
+-----+
|               F L I G H T   S C H O O L   -   G E T T I N G   S T A R T E D               |
+-----+
```

Welcome rookie for your brief refresher training course. This is Captain Paul Vhayste of the Aurelian 22nd Fighter Squadron, known as Cross Airrade. You may address me by my callsign, Zealot 1.

If you already know how things work and how to survive in those lethal skies, then you can just skip this quick start guide and our air crew will take you to your designated fighter wing. Otherwise, you might wish to spend a few minutes of your time to look at and review about what to expect when you're up there and bring yourself and that bird in the ground intact. Let's begin.

+ + + CONTROLS ===== FSO01 + + +

A pilot won't be called a pilot if he doesn't know how to fly these can of explosives and jet fuel. Here are the basic controls. You may configure them as you wish, but that will depend on your flying style. Remember, unless you master controlling your plane, you'll never be able to reach the ground alive. Please review them. You can change your controls through the OPTIONS menu.

Novice control types have lesser controls thus, easier to handle for beginners. For those playing AC before on the Playstation and PS2, you may need to adjust a bit since the L2, R2 and R3 (Right analog) controls can't be found in the PSP layout.

NORMAL CONTROL TYPE, CONTROL SCHEME A.

Analog Up - Pitch Down
Analog Down - Pitch Up
Analog Left - Roll Left
Analog Right - Roll Right
D-Pad Up - Trim Down
D-Pad Down - Trim Up
D-Pad Left - Yaw Left
D-Pad Right - Yaw Right
L Button - Air Brake
R Button - Throttle/ Afterburners
L + R - Autopilot

Circle - Fire missile and special weapon.
Hold to track missile or SP weapon until impact.
Triangle - Change/Toggle Target.
Hold to keep the target in sight.
X - Machine gun
Square - Change/Toggle special weapon

+ + + AIR COMBAT MANUEVERS ===== FSO02 + + +

In this lesson, I will teach you on how to efficiently get into firing position easily and how to shoot the enemy down. This will cover air fights only since ground targets are always easy to destroy. In dogfighting, maneuverability is always the best weapon against any enemy you face. You will always need to anticipate the enemy's move and use it against him. We have several ways of getting into firing position.

TAIL-CHASE

How to perform: This is basically the easiest firing position to acquire. Just get to your target's six and hit your afterburners, get into firing range. Release the missiles once you get a "clean" lock-on.

Though this maneuver is simple and effective against steady targets such as transports, you won't be able to use this move much against more agile and faster targets.

ARROW HEAD APPROACH

This is a bit risky since there's always a chance that the enemy will hit you as well. But the odds of destroying the target is higher, almost perfectly if timed correctly.

How to perform: Once you see incoming bogeys on radar, approach them from their direct 12 o'clock. Hit your afterburners to approach them faster, and once you get a lock, fire your missiles and immediately get out of the way. It doesn't matter which direction, as long as you can get out of your enemy's line of fire.

Release it too soon and the enemy will be able to evade it. Release it too late will either let your missiles pass through the enemy or you'll eat his missiles.

REVERSAL

This requires a bit of timing and a more maneuverable plane. In this move, the quicker and easier your plane turns, the more successful you will be in getting to the enemies' backs. This move will enable you to avoid the missiles or get out of the enemy's sight and then outmaneuver him to immediately get into his six.

How to perform: Once you see a bogey on your six or you just have a lock warning, hit your afterburners for a good 2-3 seconds then immediately hit the airbrakes while tilting your plane up. This will make the plane flip over and the bogey will pass by you. Try not to hit the brakes for too long or too hard or your plane will stall, ruining the opportunity. After flipping 90-180 degrees, quickly hit your afterburners to recover and attack the target from behind.

PULLSTRING

This move is another risky one but if you pulled this off, then you can have an easy kill yourself. This should not be used as one of your main attack stunts but rather as one of your hidden counter-maneuver if the enemy is trying to shack you.

How to perform: When an enemy is chasing you and trying to get a lock on you, let him follow you. Once you have full speed, roll to your side a bit, hit the airbrakes hard. If done correctly, the enemy will fly past you and will give you an instant lock-on at his six, at close range. Immediately fire your missiles or the target will be out of your firing range.

AIRCUT

This is another tricky but effective move. You may use this often against those pesky enemies that loves to dodge your missiles and keeps on hanging on their tails.

How to perform: When targeting an enemy, avoid flying too closely. Wait until he is about to turn, then quickly turn to the direction he'll be turning. Immediately boost your way to that direction and you will be able to stick close to his tail, enough for the missiles to hit him without any chance of evading. The logic of this move is to cut through a "shortcut" directly to intercept his turn.

If you have played racing games, you should have used this move several times already.

DIVE BOMBING

This move is essential for those ground targets that are well covered by obstacles such as buildings, cliffs, valleys, fortifications, etc. Normally they won't be in your missile's line of fire. This maneuver will allow you to get in top of the target and get a clean shot overhead.

How to perform: Acquire your target. Ascend to a suitable height (which will depend on the elevation of the target, normally +2000-3000ft above your original position) then hit the airbrakes and turn the plane noseward to the ground. Do not accelerate while on this position!

Once you get your target, release your missiles/bombs and gently maneuver the plane back in a 90 ° angle and fly away.

That concludes our lessons for maneuvering. There are other moves there and some of them are just too obvious for us to discuss. Just remember that counter-moves are still the best offense. Once you get

accustomed on trashing enemy missiles, your offensive abilities will be enhanced without you knowing it.

Let's move on to the next topic.

+ + + TARGETING ===== FSOO3 + + +

Shooting down your enemies before they shoot you is the main concept of battle. But both of you are controlling fast machines at near subsonic speeds. As discussed above, maintaining a good aim amidst those gut-wrenching maneuvers will be quite a challenge. This not only applies to fast moving targets but for well defended targets as well.

CLEAN LOCK-ONS

This term is used for sure-hit shots. You will need clean lockons to destroy barricaded enemies, usually ground targets that are hiding in tight, confined spaces such as behind/between buildings, tunnels, mountain ridges and other obstacles.

Even if you have a "GO" (red lock), unless there are obstacles along the way, you won't be able to hit the target. You'll need to find a clean firing path for your missiles to smack the target.

Missiles have an effective range of 900ft and can hit when fired to the enemy's 5-7 o'clock. For ground targets, as long as you have a clean shot, they will hit for sure.

USING GUNS

In ACX, gun targeting is made easy. Once you get the target inside the targeting circle, the reticule or the smaller circle will automatically get into firing position. Unlike in the PS2 versions of the game, where you need to manually align the targeting circle and the reticule.

Don't rely entirely on missiles. A true pilot knows how to use all his weapons efficiently. At very close range (200-400ft), machine gun fire is more reliable than missiles. This is also your only means of survival if you have used all your conventional missiles and SP weapons. Using your gun while firing your missiles can also kill larger, tougher targets quicker.

In normal and easy modes, machine gun ammo is unlimited while in hard they just come in limited quantities. Its tough to use against fast moving targets but once you learn how to use it at the right time, machine, gatling and Vulcan fire can be as deadly as your missiles.

USING BOMBS

Dropping bombs against ground targets can be a bit daunting for beginners. Here, aside from targeting, you will need to control your speed, drop angle and even the position of the plane. Bombs can't be dropped while your plane is turned upside down.

There are two main types of bombs. It could be GUIDED or UNGUIDED. Guided bombs pretty much work the same way missiles do. Once you acquire the target, release the bomb and it will glide itself towards the target. They are very accurate but most of the time, they explode in an isolated but concentrated area.

Unguided bombs are the ones that you need to drop manually. Usually, they pack more firepower and area of damage compared to guided bombs. They require proper timing, speed and angle to hit their targets. It will be waste to use them against single targets, so they are effectively used against tightly packed and dense enemy positions. The best examples for this type of bombs are the Unguided Bomb Large (UGBL) and the Fuel Air Explosive Bomb (FAEB).

Their targeting guide is not that hard. Concentrate your target inside the circle. Remember that the closer the intended target is to the center of targeting circle, the greater damage it will receive.

Some bombs have different targeting systems just like this bomblet dispenser. Instead of dropping single, large bombs, it scatters smaller bomblets that have a wider damage area. You just need to familiarize yourself with all kinds of ordinance so that you can effectively use them in battle.

ELECTRONIC TARGETING SYSTEM (ETS)

This system is an integral part of every plane. It provides you assistance on targeting the enemies effectively. If you notice, when you're changing weapons, the reticule and crosshair changes, depending on the weapon. For weapons with MULTI-LOCK attribute, this system will help you to lock unto multiple targets, at an appropriate distance. This is always active in the game, which will only be unavailable due to jamming.

+ + + TAKING OFF, LANDING AND REFUELING ===== FSO04 + + +

When you get deployed, you will need to fly that bird and bring it home back. Taking off is a pretty simple process. Once you get the clearance of your flight controller, accelerate until you get a speed of at least 300MPH. Tip your nose upwards and the plane will rise. Easy, huh?

AIRSTRIP LANDING

Landing back to the airstrip requires a bit of practice and timing. Carrier landing is still considered the hardest. Even experienced airmen don't take this for granted.

When landing on an airstrip, maintain your current speed. Once you're about one mile from touching down, hold the airbrake gently. Don't brake hard or you'll crash. Now, slowly approach the airstrip while lowering your plane. Make sure that your plane's nose is not pointing sharply down. You should have at least an 80° angle.

CARRIER LANDING

Landing on the carrier is a lot different. Here, you need to land at almost pinpoint accuracy. Same procedures apply; however, you need to be in the same straight line as you started. A single misalignment can be fatal.

Lower your speed and approach the carrier. Once you see the landing deck, make sure that the hook beneath your aircraft is low enough to touch the stopping cables on deck.

REFUELING

Refueling requires a bit of patience and practice. You need to stabilize the plane while approaching the tanker. You just need to use your D-pad to control the yaw and trim of the plane. Don't press too hard or you'll go out of direction. Same thing with airbraking. Too much drag will drop you below the straight line.

Once you get into position, hold your position and the rest will be done automatically.

+ + + MISSION TYPES AND NOTES ===== FSO05 + + +

Each time you get deployed to a mission, you need to know and take note of the expected targets, the type of opposition you'll face and even other side notes. This way, you'll know what planes to use and what special weapons to carry. This is crucial since this can help you complete your missions easily. You wouldn't carry bombs during air combat/ intercept missions, right?

AIR TO AIR

These missions have more air opposition so obviously, you need to bring anti-air weapons such as XMAAs, XLAAs and QAAMs. Bringing an air superiority fighter will be helpful for these missions as well.

AIR TO GROUND

These missions primarily pit you against ground targets and bombing missions. These include tanks, vehicles, enemy facilities and even anti-air installations such as AA guns and SAMs. Bringing bombs and air-to-surface missiles will be of much use in these missions.

AIR TO SHIP

You will face enemy fleets here, including some enemy aircraft if you there is an aircraft carrier on the battle group. The carrier will be hottest target here. Unless you destroy it immediately, more enemy fighters will engage you, not to mention that you will need to fly through heavy air barrage.

INFILTRATION

Nothing special to note other than sneaking into the enemy's base and execute a surprise attack. Sometimes, you may need to wind your way against enemy radars and fly low, under radio silence.

ASSAULT ON BASE

There are only a few number of missions with this type and expect heavy resistance since you will be attacking an enemy stronghold. Multirole aircrafts are the best here because you will be facing enemies on the ground, air and even sea. Aside from enemy reinforcements, these missions may even require you to protect and prevent too much casualties to your allies.

ALTITUDE RESTRICTION

You will need to fly under the mission "ceiling" or the required height. Normally, you will need to wade through the mountain/ hill sides while flying low.

ESCORT

One of the hard missions you'll need to undertake. Aside from worrying about yourself, you will need to watch close and protect your allies. This means you'll need to draw enemy fire and destroy them before they inflict casualties to your escorted team.

JAMMING

During these missions, your radar will still be usable but to a minimal rate. Missile lock-on is disabled so may need to use your guns to destroy targets. Every now and then, the "blanket" will lift a few seconds, enabling you to locate targets in your radar and lock-on to enemies. This open gap in the interference will only last for a few seconds so grab the opportunity.

PURSUIT

In these missions, your objective is to track down and destroy, oftentimes, fleeing enemies before they leave the mission area. Most of the time they have other annoyances such as jamming, enemy reinforcements and even decoys to prevent you from chasing down the targets.

RESCUE OPERATION

This mission type is specifically used in the optional mission, 7C: Time Limit. You will need to come to the aid of a city, where the lives of citizens are at stake.

+ + + PLANE TYPES ===== FSO06 + + +

There are three major groups of planes. Each of them is classified according to their performance, ordinance and the types of missions they are best suited. Choosing what plane to bring for a mission will determine your survival when deployed.

ATTACKERS

These aircrafts are bombing specialist and ground target killers. They excel in flying at subsonic speeds while "hugging the deck" or flying low. They have heavy armors that make them sturdy enough to withstand enemy fire. Their weakness however, is their stiff maneuverability. It will be hard to avoid enemy missiles just by evading it. Attackers are also capable of engaging enemy ships.

Normally referred to as "bombers", they carry enough ordinances to destroy large groups of ground units. Newer bombers are faster, more agile and more maneuverable.

FIGHTERS

Aircrafts built for engaging enemy fighters and air targets. They are agile, quick and deadly. They are also deployed to escort transports and bombers, defend bases and even protect the fleet. They are capable of turning sharply at very high speeds as well.

The weaknesses of fighters include lesser armor to make the plane lighter but making it more vulnerable against enemy fire and their sensitivity when attacking the ground can make the plane wobbly and crash.

MULTIROLE

These aircrafts are the hybrid or the cross between fighters and attackers. Their main strength lies in their all-around attributes and capability of being deployed on any mission. They have the strength, speed and agility of fighters and the toughness and stability of attackers.

Multiroles are even better since the weaknesses of the other two fighter types are usually covered by the other.

Another minor plane type are the Jammers. They carry electronic equipment that interferes with the enemy communications, radar and ETS. They are not present in this game, but some jamming equipment and special weapons are.

EXPERIMENTAL PLANES

There is a special group of special planes that you can customize using any parts you have purchased and unlocked. These planes' statistics will vary from the parts you put in them as well as their performance. Parts can be unlocked by completing missions and shooting down special "star" units. More of these will be discussed later in this guide.

+ + + HUD DISPLAYS ===== FSO07 + + +

This section will help you read and identify the displays in your hud. This will serve your eyes about what's happening to your surroundings and your plane.

Check out this link for the labeled HUD screenshot.

<http://img98.imageshack.us/img98/3522/hudfel.png>

1. SCORE

Displays all the accumulated score in the mission. Each target has corresponding points. The higher your score, the higher your rank for the mission after completing it. Remember that the score you earned during the mission will only be saved after you completed the mission.

Otherwise, it will just reset to zero once you restarted the mission

2. POINTS

This displays how much the target is worth. Normally, tougher opponents and mission targets are worth more points.

3. TARGET

Displays what type of target you are engaging.

4. AFTERBURNERS

Indicates whether you are using the afterburners or not.

5. SPEED

Your current speed. By default, this is measured by miles but you can change the measuring system in the game options.

6. RADAR/ MAP

Displays the location of targets, enemies and allies on the map. This also displays those mission objectives. May get interfered by enemy jamming.

Encircled Triangles or Dots

These are mission targets. The mission won't complete unless you destroy them all.

Blue Dots or Triangles

Allied units. Triangles are allied planes and dots are allied ground units and ships

White Dots or Triangles

Undamaged enemy units. Triangles are enemy planes and dots are enemy ground units and ships

Yellow Dots or Triangle

Moderately damaged enemy units. Triangles are enemy planes and dots are enemy ground units and ships

Red Dots or Triangles

Critically damaged enemy units. Triangles are enemy planes and dots are enemy ground units and ships

Disappearing Triangles

These are stealth planes. Watch out when dealing with these enemies, since they can appear out of nowhere.

7. LOCK-ON AND RETICULE

This is used as a targeting aid to destroy enemies using guns, missiles and sp weapons. The enemy markers will turn X if you have selected a weapon that can't be used against them.

8. NAME AND DISTANCE OF THE TARGET

9. ALTITUDE

This measure how high you are from the ground. You may need to watch this closely on altitude restricted missions.

10. TIME

This is the remaining allotted time for the mission. When the

timer runs out, mission ends prematurely, failed.

11. MPG (Multi-purpose Gauge)

This gauge will be present only on specific missions. This is normally used to determine how much allies you have left, how much damage you have done to the enemy or even as a countdown timer.

12. GUN AMMO

Determines how much ammunition you still have. This is limited in HARD and ACE modes. You'll have unlimited ammo when playing on Easy and Normal.

13. MISSILE

This determines how many you have left in your reserve.

14. SP WEAPON

Displays how much special weapons you have left. Once empty, it will automatically switch to your conventional missiles.

15. DAMAGE

Shows how much damage your plane has acquired. You will be shot down once it reaches 100%. This won't be that much of use when playing in ACE mode since your plane will be destroyed immediately after getting hit by a missile once.

This portion also shows the currently selected weapon. (SP or MSL)

16. SYSTEM INFO

Displays important warnings and information real time.

WARNING

Shows that you are being targeted. Get out of your enemy's firing range. The whole HUD will turn red if a missile is released and already tracking you. Use a defensive maneuver to avoid it.

REQUEST LANDING

Will appear only when landing

REQUEST TAKEOFF

Will appear only during takeoff

HIT

The missile or SP weapon has successfully hit the target but still functional

MISS

Indicates that the missiles have been evaded and missed the target.

DESTROYED

the target has been successfully destroyed

+ + + DEBRIEFING ===== FSO08 + + +

At last, we are in the final phase of your training. After this section, you will leave this hall and proceed to the hangar. Your other questions will be answered here.

1. What will be my starting plane?

You will be piloting our vintage F-4E. Don't worry, it can still fly.

2. How can I change planes?

That should be common sense. In case you don't know, earn credits by completing missions. Finishing them with a higher rank, the better the credits. Aside from purchasing whole planes, you can also purchase special weapons and parts for your planes.

3. What are those experimental aircrafts? Are they that special?

Technically speaking, they are special in the sense that they are customizable. They don't have fixed parameters. Their potential will fully show once equipped with compatible parts. They could have abilities/ effects that ordinary planes don't.

That includes bigger weapons bay, more destructive weapons, enemy missile jamming and even enhanced stealth.

4. What is a kill rate?

This basically measures how many targets the plane has destroyed. Completing it to 100% will enable you to unlock the special color of those planes.

5. Am I to face flying fortresses and enemy ace squadrons during my missions?

If you have played the previous AC versions, you will either like or hate the similarity.

6. I have unlocked another/ special color for my planes. What good do they do?

They just pimp your ride.

7. What if I get stuck on a mission because of a crappy plane?

You have two options. First, either sell your existing craft and special weapons. Or, you exit campaign mode and play in free mission to earn credits. All the stages you cleared will be available for play.

8. On my first playthrough, how long will it take to beat the game? If you are talking about from the start to end until you see the credits, well let's say about 5-6 hours on an average player. If you want to complete everything in the game, give it around 20+ hours.
9. What are the most powerful aircraft and weapon in the game? I would rather save the details later. If you want to know that badly, then scroll to the Aircraft and Special Weapons section below.
10. I have played earlier versions of Ace Combat. What are the differences and similarities compared to the earlier ones? Probably the control and dynamics. Compared to the PS2 versions, this is a bit less intense, maybe because of the limited controls. Play the first mission and if you still feel that you still need a bit of training, play it over and over in the Free mission menu.

You have your own squadron and wingmen during missions but you can't order them.

```
+-----+  
|           W A L K T H R O U G H           |  
+-----+
```

This part of the guide will help you achieve the objectives and complete each mission. Note that this is just a guide. This will assist you in every means possible but everything will depend on your gameplay. If you get stuck on something, keep on practicing and you will get hold of it. If you can't still get through it, take a break and start the game in easy mode.

You may need to go through 2-3 playthroughs to unlock everything in the campaign mode of the game. Though there are specific parts and medals that can be unlocked by playing in multiplayer.

Also, some planes and parts can be unlocked by getting an S rank in a mission using a specific plane or finishing that stage for the second time.

This will be tagged by number [(1) or (2)] where (1) is your first playthrough and (2) is your second. SP is the special part that can be unlocked after destroying the stage's special (starred) unit.

Mission Types: These are the other versions of the mission; there will be changes in parameters such as limited fuel, increased enemy reinforcements or enhanced weaponry of targets. This depends on the path or mission orders that you are taking. Mission Type A is the normal mission, with no changes in mission parameters.

(Additional info about specific requirements in unlocking "special" parts for experimental planes courtesy of Gamefaq's leebool211 <<http://www.gamefaqs.com/portable/psp/code/932560.html>>)

(Additional data for unlocked parts referenced from Off_da_border's faq in Gamefaqs) <<http://www.gamefaqs.com/portable/psp/file/932560/45780>>

```
+++++
MISSION 01                                     WT001
Operation: Skies of Deception                 1400 HRS
Objective: Destroy all enemy bombers
Notes    : Air to Air
```

Just like the earlier AC versions, the first missions would be giveaways. You will need to shoot down attacking enemy bombers and escort aircraft. Your first plane will be an F-4E. For now, you can only use missiles for this mission since your Napalm bomb is unusable here.

Just get into firing range and destroy the targets. I suggest destroy the escorts first then the bombers. This will make the Ace for this mission to appear. Shoot him down to obtain the plane's special color (SP Color 1)

Ace: F-4E "Manta"
Special Unit: None

Watch through the following scenes and the mission will end. Save and proceed to the next mission.

```
Unlock Aircraft(s): (1) A-6E Intruder
                   (2) F-1
Unlock Part(s): (2) Mercury Engine
                  S-rank with X-02 "Wyvern"
                   (2) Sylph Wing
                  S-rank with XR-45 "Cariburn"
```

```
+++++
MISSION 02                                     WT002
Operation: Out of the Fire
Objective: Destroy Command Facility and enemy bombers parked
          in the base.
Notes    : Infiltration, Air-to-Ground
```

Another easy mission. Though the notes in the mission mentioned that this should be an A-G (air to ground) mission, you will still need to destroy parked air targets. Hence, if you have an AA sp weapon such as XLAA or XMAA, you can still target those bombers even if they are parked on the ground.

For your first playthrough, the Napalm bomb of the F-4E won't help

much here but this could be a good practice for bombing runs. Just attack all the anti-air installations first, then the enemy fighters before cleaning up the target.

There will be fighters on the runway as well. You can destroy them easily before they get airborne. As you continue destroying targets in Puna Base (make sure that you leave at least one TGT intact if you want to spawn more enemies) the ace pilot in this stage will appear. Again, shoot him down to unlock the Special Color 2 of A-6E.

Ace: A-6E "Ari"
Special Unit: None

After destroying the last TGT (target), the mission is accomplished.

Unlock Aircraft(s): (1) JA-37 Viggen
Unlock Part(s) : (2) Hydra Engine
S-rank with YR-302 "Fregata"

+++++
MISSION 03A WT003
Operation: Prelude 1200hrs
Objective: Prevent the enemy transport flotilla from entering the harbor
Notes : Assault on Base, Air-to-Ship

You can buy and use the JA-37 Viggen here since it comes along with LASMs (long ranged, air to surface missile). This sp weapon will be very useful against enemy ships. It will perform a lot better too compared to your legacy F-4E against enemy fighters that will intercept you.

To destroy almost everything in one attack run approaching the ships (and save time), do the following:

1. From your starting position, approach and destroy the CH-47.
2. Lower your altitude a bit. Target and destroy the cruiser docked at the port.
3. Destroy the flak gun. Turn around and follow the direction of the destroyed cruiser, targeting and eliminating AA guns and frigates along the port.

By following the "arc" of the port, you have destroyed targets along the way and you will reach the enemy fleet ahead.

Once reached the fleet, start destroying them. The LASM can take out enemy ships at long ranges though some of them can withstand heavy damage and will stay afloat. If that happens, approach them and land a missile to sink them.

Three fleets will appear all in all. Just keep on sinking them and shooting down any airborne enemies you may encounter. On the 3rd fleet, destroy the cruiser first then sink the targets. Just leave one objective target (encircled dot) intact and wait for the ace pilot (JA-37 Saber) to appear. Shoot him down to unlock the special

color of the Viggen.

Ace: JA-37 "Saber"

Special Unit: None

After the last ship sinks, the mission completes.

Unlock Aircraft(s): (1) XFA-24A "Apalis"

(2) MiG-21 93 "Fishbed"

Unlock Part(s) : (1) Turbo Engine (Engine)

(1) Advanced Trimtab (Wing)

(1) Scale Armor (Armor)

(2) Earthshaker (Cockpit)

Complete the mission with an S-rank using

XFA-24A "Apalis"

+++++

MISSION 03B*

WT004

Operation: Captive City

1300hrs

Objective: Protect the complex; Destroy all enemy targets

Notes : Air-to-Ground

* This mission is an optional one. Unlock this by following this path: 01-02-3A-6A-3B.

Important pointers about this mission:

++ Do not use bombs, LAGMs or basically those with area damage.

Pinpoint bombing is needed here. GPBs are okay but not against those targets hiding between the fuel tanks. You'll need to trust your missiles against them.

++ XAGMs are the best sp weapon here because of their accurate, multi-lock function.

++ Do not fire a missile unless you have a clean shot. Whether you like it or not, enemy targets will most likely move behind the fuel tanks and use them as shields. The best way to destroy these cowards is by exploiting them from above. You can "dive-bomb" and enjoy astounding results.

As you start the mission, F-1's will approach you. Use the Arrowhead approach (see Quick start section) against them. Hit your after burners and catch up with the C-5 special unit. Destroy it to unlock the parts later.

Ace: F-1 "Shiva"

Special Unit: C-5

Clean most of the ground targets as much as possible and the ace of the stage, F-1 "Shiva" will appear from the east. Shoot him down and to unlock the special color for the F-1.

After destroying most of the ground targets, new waves of rolling armor and AA artillery will move in. Dispose of them before they

Unlock Aircraft(s): (1) F-16C "Fighting Falcon"

Unlock Part(s) : (SP) Extra Airbrake (Wing)

+++++

MISSION 04B

WT006

Operation: False Target

1200hrs

Objective: Destroy all military supplies transport aircraft before it escapes the combat zone border.

Notes : Pursuit, Air-to-Air

Mission Type A: 03A-06A-03B-04B (normal path)

Mission Type B: 03A-06A-04B (limited fuel)

The mission fails if any of the "real" transports reach the combat zone border. You'll need something fast here. Bring in some good AA weapons as well. In each transport group, there is only one unmarked target that has the cargo.

You can immediately identify the real transport from the decoys because they are flying at the lowest altitude in the group. Destroy the escorts and the decoy transports first and save the true one for last. Repeat until the 3rd wave. This will make the special unit and ace to appear to the west.

Ace: F-14D "Savannah"

Special Unit: C-17**

** The C-17 is cruising at a very high altitude, above 25000 ft. For most aircrafts, specially the starting ones, this is their service ceiling (attempting to go higher will stall the aircraft). You may not be able to destroy this special unit on the first run. You may do so when you have a more powerful plane.

Destroy all the other targets before destroying the last real cargo plane to complete the mission.

Unlock Aircraft(s): (1) F-5E "Tiger II"

Unlock Part(s): (1) Sniper OS (Cockpit)

(SP) CFRP Conversion (Armor)

(2) Scarface MBS (Weapon)

Complete the mission with an S-rank using XFA-27

+++++

MISSION 05A

WT007

Operation: Rolling Thunder

1700hrs

Objective: Protect allied forces

Destroy all enemy targets

Notes: Air-to-ground, Escort, Altitude Restriction

If you have witnessed how your squadron was decimated on the first mission, then this is where you will experience the terror for real.

The ground units you need to protect will be converging in the central valley, where several bridges are interconnected around it. The enemy units that you should keep away from your allies would be the AH-64 anti-tank helicopters. They will be your priority. Don't let them come close or the Davis unit will be annihilated in no time.

As mentioned in the mission notes, this will be an air-to-ground mission. I suggest using XAGMs if you can't drop UGBLs efficiently. The easiest way to keep minimal losses to your allies is to get rid of all nearby enemy helicopters first and wait for all your allies to gather in the central valley. Once they are on the valley, destroy all the bridges. This will enclose them and prevent any enemy ground units from reaching them.

Another problem that you will be facing is the frequent launching of SWBMs from the Gleipnir. During this time, you will need to use "terrain masking", where you'll need to fly below the valley's edges during the shockwave. Just remember to start diving below 2400 ft when you hear Crux's countdown.

Ace: F-16C "Ice"

Special Unit: Hangar

The enemy ace will appear after destroying at least half the numbers of enemy ground units. The special unit is not that obvious. But you will need to locate first the lone antenna in the upper northeastern part of the map. Once you get into firing range, the special unit (Hangar) will appear. Destroy it to obtain the parts for the stage.

Destroy the last ground target and the mission completes.

Unlock Aircraft(s): (1) Mig-31 "Foxhound"

Unlock Part(s) : (1) Emergency APS (Cockpit)

(SP) Destructive MSSL (Weapon)

+++++

MISSION 05B

WT008

Operation: Pinned Down

1800hrs

Objective: Ensure the safety of the allied forces for the allotted time.

Notes : Air-to-ground, Escort

This is the same as Mission 5A but there will be no SWBM support from Gleipnir. Also, there will be no target ground units. You will need to protect your allies for the whole mission. The harder part about

this is they are scattered and there are enemy attacker planes later in the game.

To efficiently defend your allies, let them cross the bridges first then destroy it. Also clear all enemy tanks and helicopters nearby. You may also want to destroy the enemy base in the northwest to prevent further tanks from deploying.

Ace: Mir-2000D "Garuda"
Special Unit: Hangar

Follow the same conditions as mission 5A: Destroy most of the enemy units and don't allow any allied unit to be destroyed. Garuda will appear shortly.

The location of the hangar is the same, so you shouldn't have any difficulties finding it.

Later in the game, several aircraft will appear as enemy reinforcements. You may deal with them, specially those pesky F-16XLs and A-10s since they have anti-tank weapons. But try not to chase them for a long time since you will be leaving the ground units without any support at all.

Allied reinforcements will arrive shortly before the timer runs out so you can sweep any enemy target you can reach. The mission ends automatically after the timer runs out.

Unlock Aircraft(s): (1) Mig-29A "Fulcrum"
Unlock Part(s) : (1) Light Engine

```
+++++  
MISSION 06A                               WT009  
Operation: The Midnight Sun                0000hrs  
Objective: Destroy the airborne fortress, Gleipnir  
Notes    : Air-to-air, Airborne Fortress
```

You will need a good fighter here. Some XMAA's, SAAMs or QAAMs will be good as well. The Gleipnir is not that hard to destroy, but you need an agile fighter to engage it, get into "clean" firing position and evade its conventional weapons.

As the mission starts, hit your after burners and destroy the first SU-27 that comes in sight. Alternatively, you can just head towards the Gleipnir's direction and attempt to destroy the optical camouflage using your guns. You may fly closely behind the Gleipnir as you are raining your lead. That way, you could destroy the camouflage before it even uses the shock canon against your allies.

Once the optical camouflage is taken off, Gleipnir will be deploying its SWBMs, onboard SAMs and AA guns. Not to mention that enemy planes will be approaching as well. After this mission update, the Gleipnir

will attempt to climb up in the atmosphere to escape. Your MPG will display how much time you'll have before the Gleipnir becomes unreachable.

Ace: F-5E "Ghost"
Special Unit: Container Ship

The container ship will appear immediately in the center of the map after the optical camouflage is destroyed.

There will be three Su-27s that will appear in the map as soon as you start the mission .The first one is the just straight ahead of your starting position. The other two are escorting Gleipnir. Destroy the three of them before destroying the optical camouflage to make the ace, Ghost to appear. I suggest just doing this in Free mission so that you can concentrate on your objectives and you can do this easier with a better plane with a QAAM or SAAM.

There will be eight SWBM launchers that you'll need to destroy. They will be deployed 4 at a time so you will expect two waves of them. The best position to shoot down the SWBMs is just as shown in the image above. Remember to stay below Gleipnir's altitude to avoid getting hit by the SWBM. Several enemy fighters will appear as well. You can get rid a few of them if you want, as long as you can still catch up with Gleipnir.

Unlock Aircraft(s) : (1) F-14D "Super Tomcat"
 (1) Mirage 200D
Unlock Part(s) : (SP) Raven and AMFD

```
+++++
MISSION 06B                               WT010
Operation: Ice Bound                       0000hrs
Objective: Protect diversionary fleet and destroy any anti-submarine
           aircraft encountered.
Notes     : Air-to-air, Air-to-ship
```

Mission Type A: 03A-04A-05A-06B (normal path)
Mission Type B: 03A-05A-06B (Limited Fuel)

Bring in a plane here that has LASMs. You can also bring AA weapons instead.

Start the stage by approaching the intercepting X-29s. After that, destroy all surface ships with your SP weapons or ordinary missiles. Wait a few seconds after that.

The second wave of anti-ship planes will appear as your primary targets. Engage the enemy E-767s and their escorts. If the diversionary fleet sustained no damage, the enemy ace will appear.

After that, a scene will follow.

The allied submarine, the Naiad hit an underwater mine and they have surfaced. An iceberg is also blocking their path. Since the sub's rudder has been damaged, they can't steer out of the way. Another bad news is that enemy reinforcements will appear.

Ace: MiG-31 "Paladin"

Special Unit: Container Ship

The special unit (container ship) is the lone dot in the eastern part of the facilities. Approach it after you destroyed the iceberg and the incoming enemy reinforcements, including stealth B-2 bombers and F-117s.

Destroying the ice berg requires a lot of missiles since it will break down into smaller pieces. If you have LASMs, then their destructive power is enough to destroy the iceberg easier. You can also approach the iceberg and gun it while shooting missiles.

After destroying the iceberg, you will still need to subdue any incoming enemy fighters. From time to time, F-117 "Nighthawks" will appear and approach your direction. They are stealth so sometimes they can slip through you unless you are guarding the radar as well.

After the Naiad exits the combat zone, the mission completes.

Unlock Aircraft(s): (1) A-10 "Thunderbolt"

Unlock Part(s) : (SP) Terra Hammer (Cockpit)

```
+++++
MISSION 07A                               WT011
Operation: Standoff in the Skies I         1700 hrs
Objective: Destroy the airborne fortress, Gleipnir
Notes: Assault on Base, Airborne Fortress
```

Mission Type A: 03A-04A-06A-07A (Normal Path)

Mission Type B: 03A-06A-04B-07A (Limited Fuel)

Mission Type C: 03A-06A-03B-07A (Gleipnir Enhanced Weaponry)

Mission Type D: 03A-06A-07A (Limited Fuel, Gleipnir Enhanced Weaponry)

As you start the mission, approach the Gleipnir and begin spraying hot lead in case it activates its optical camo before you can get a clean lock-on. Once you destroy the optical camouflage, it will deploy its conventional weapons. Do not damage the airborne fortress yet. Just let it fly around the area, and clear the skies of enemy fighters. After defeating several of them, the ace will appear as reinforcement.

Ace: MiG-29 "Frost"

Special Unit: Vehicle

The special unit will appear as a lone dot in the map, near the center of the map. It won't be hard to spot it so you should be able to destroy it with ease.

Before fully engaging the Gleipnir, get rid of the ground AA units first. They may pose a problem later on. If you want a high score, keep on destroying secondary and optional targets as they appear. Once the whole map is clean, proceed and engage the Gleipnir.

You can start stripping off its onboard AA weapons. There will be two sets of conventional weapons that Gleipnir will deploy. After destroying all of them, the Gleipnir will turn upside down to fire its last weapon, the devastating Shock Cannon. Try not to fly too close with the Gleipnir.

The only way to survive the attacks is by flying below the Gleipnir's altitude.

Just approach the Shock Cannon a few seconds after it fires. Remember that the firing intervals could be short so prepare to dive down once you hear Crux's countdown.

After destroying the Shock Cannon, watch the cutscene and the mission will complete.

Unlock Aircraft(s): (1) YR-302 "Fregata"

(1) Tornado F3

Unlock Part(s) : (1) Adv Turbo Engine

(1) Air Gripper

(1) Ceramic Armor

(2) Destructive Bomb

(SP)KEPS - Kinetic Energy Penetration Shell (WPN)

+++++

MISSION 07B

WT012

Operation: Standoff in the Skies II

1700hrs

Objective: Destroy the airborne fortress, Gleipnir

Notes: Assault on Base, Airborne Fortress

Mission Type A: 03A-04A-05A-07B (Normal Path)

Mission Type B: 03A-04A-05A-06B-07B (Gleipnir: Reduced Stealth)

Mission Type C: 03A-05A-04B-07B (Limited Fuel)

Mission Type D: 03A-05A-03B-07B (Gleipnir: Enhanced Standard Weaponry)

Mission Type E: 03A-05A-04B-06B-07B

(Gleipnir: Reduced Stealth, Limited Fuel)

Mission Type F: 03A-05A-03B-06B-07B

(Gleipnir: Reduced Stealth; Enhanced Standard Weaponry)

Mission Type G: 03A-05B-07

(Gleipnir: Enhanced Standard Weaponry, Limited Fuel)

Mission Type H: 03A-05A-06B-07B

(Gleipnir: Reduced Stealth; Enhanced Standard Weaponry/
Limited Fuel)

As you start the mission, hit your afterburners and approach the Gleipnir as fast as you can. Once you see it, brake hard and begin spraying hot lead in case it activates its optical camo before you can get a clean lock-on. If you are able to destroy the camouflage before it fires the shock cannon (and destroys everything underneath), the enemy ace will appear.

Ace: A-10 "FIRESTORM"
Special Unit: Container Ship

Once you destroy the optical camouflage, it will deploy its conventional weapons and four SWBM launchers. Destroy all of them while occasionally diving below altitude to avoid getting melted by the shockwaves.

After destroying the last SWBM, the Gleipnir's crew will resort in firing the shock cannon directly to Santa Elva. Once the mission update is received and the countdown starts, the special unit will appear along the river. It will be a lone dot there so it will be easy to spot.

You can engage the incoming enemy fighters, so long as you can destroy them before the countdown timer runs out. The shock cannon may need at least 6-8 missile hits to be destroyed. If you have at least 2 AA Sp weapons (XMAA, XLAA, etc) then you just need a couple of those and some missiles. That should take care of the shock cannon.

Watch the following scenes and the mission completes.

```
Unlock Aircraft(s): (1) YR-302 "Fregata"
                   (1) F-15E "Strike Eagle"
                   (2) X-29A
Unlock Part(s)    : (1) Adv Turbo Engine
                   (1) Ceramic Armor
                   (SP) Long Range Gun (WPN)
```

```
+++++
MISSION 07C*                               WT013
Operation: Time Limit                       1700 hrs
Objective: Neutralize all poisonous gas using your SP weapon
           Neutralizing Agent (NTRL)
Notes    : Rescue Operation
```

* This is an optional mission that can be unlocked by finishing the following missions:

Starting from mission 7A\B-09A-11A-07C

This mission is similar to Ace Combat 5's Mission 11B: REPRISAL. But the frustrating part of this mission is that you really need to be

very careful of your flying. The neutralizing agent you're carrying is susceptible to explode when exposed to high pressure and G-force/load . You will have an MPG to measure the amount of pressure that is applied to the neutralizing agent.

The gauge will increase if you are hitting the after burners, braking hard, turning sharply and yawing. With all those noted, you will have a very weak flying and very vulnerable against enemy aircraft. Since you can't do an evasive maneuver, you're as good as dead when you got a missile on your tail.

The fact is that the enemies can't target you well below 800ft. But that will make your neutralizing runs a bit difficult since you'll need to hit the base where the gas emanates; which is sometimes between close knit buildings.

You'll need a plane that is not too fast, too wobbly (low stability) and one that stalls at around 300 mp/h. Attackers and some multi-roles are the best ones to use here since this is like a bombing mission. I first finished this mission using a tuned X-02, including an AAM Jammer and Tracker MSSSL. Though you won't lose anything important by skipping this mission, you'll need to finish this at least once for it to be selectable in the free mission mode. Only then will you able to attempt to get a better rank with a better plane.

As you start the game, approach the first "island". The best dropping position is nose down. You don't need to hit the epicenter of the gas; just hitting nearby will neutralize the gas. The special unit will be immediately available so you can pursue it; Use extreme caution! Two enemy target planes will be appearing from the southwest as well. Note that the E-767 will not fly a straight line. Once you are in pursuit, it will turn to the other direction, which will make your job harder.

Ace: F-35C "Beacrux"
Special Unit: E-767

Just continue neutralizing the gases. As much as possible, fly slow and always get a sure hit. You have more than enough neutralizing agent to deal with the threats. Missing one will waste much valuable time turning around and getting into dropping position again. The gases will be released pretty much along your path so if you destroy them in a single bombing run, your job will be easier.

As soon as you are done neutralizing all the gas, wait for a few seconds. The enemy ace will appear along with enemy air reinforcements. DON'T MANUEVER YOUR PLANE YET! Wait for the instruction to drop all your special weapons. Once your SP weapon gauge is empty, its time to kick some Leasath ass.

Leave at least one target enemy aircraft alive and shoot down all secondary targets. Once the last target aircraft is shot down, the mission completes.

Unlock Aircraft(s) : (1) F-16XL
Unlock Part(s) : (SP) RAM Coat (armor)

++++
MISSION 08A WT014
Operation: Striking Point 1200hrs
Objective: Destroy all the targets within the allotted time.
Notes : Air-to-Ground

Since there a large group of targets clustered together, bringing in heavy bombs such as UGBLs and FAEBs is a must. But you also need to know that the last part of the game includes a dogfight against enemy fighter reinforcements. With that said, avoid bringing in slow attackers such as A-10, F-117 or worse, the A-6E. Multiroles are your choice of planes here, just make sure that they have a good A-G SP weapon at least.

As you start off the mission, two AH-64 attack helicopters will be above the first enemy cluster. You'll need to destroy them first (treat them like airborne SAMs) then begin your bombing. Note that each group has AA weapons so avoid flying straight. You can dive bomb every now and then to get rid of targets more easily.

Just keep on destroying the targets until you reach the final group. Two harriers will be there as well. As soon as you reach that group, your MPG will fill up again and enemy fighters will engage you. They are composed of stealth SU-37s and F/A-22B. So clear them up first before destroying the remaining ground units. (Unless those are SAMs or AA guns).

Ace: X-29A "Viper"
Special Unit: U-2

Also, after the enemy reinforcements appear, the ace and the special unit will appear in the southwestern part of the map. The U-2 will not leave the area map but for some reason, will turn back to the opposite direction. Destroy them both and get rid of the remaining targets.

Your rank will depend on how quick you complete the mission.

Unlock Aircraft(s): (1) XR-45 "Cariburn"
(1) F/A-18E "Super Hornet"
Unlock Part(s) : (1) Extra Hardpoint (weapon)
(SP) Hawkeye (Cockpit)

++++
MISSION 08B WT015

Operation: Wasteland

1200hrs

Objective: Score 4000 pts or more within the time limit

Notes : Air-to-Ground

Mission Type A: 07A/B-09A-11A-07C-08B (Normal Path)

Mission Type B: 07A/B-09A-08B (Enemy special operations reinforcements)

Mission Type C: 07A/B-09A-11A-08B (Limited SP weapons)

This mission is easier compared to the 8A. There is almost no air battle here so you can concentrate on wiping out enemy positions. There will be several convoys of tanks and ground vehicles and you need to destroy them all. The most effective way of saving missiles and bombs is by targeting the Fuelcar, usually always in the middle of the group. The resulting explosion will destroy all units around it.

Ace: F-15E "Rage"

Special Unit: Vehicle

The ace will appear during the last 3 minutes of the mission. Also, once you cleared the map of enemies, you will still need to wait until the timer runs out. Occasionally, a lone SU-27 will appear from the south. You can stay there and wait for them to appear.

The special unit will appear as a lone dot near the northeastern tip of the mission map during the last minute. Unless you have a fast aircraft, I suggest get near the vicinity at the last 1:30 minutes of the mission.

The mission completes once the timer reaches zero.

Unlock Aircraft(s): (1) SU-27 "Flanker"

Unlock Part(s) : (1) Extra Hardpoint (weapon)
(SP) Beatle Armor

+++++

MISSION 09A

WT016

Operation: Blitz

0300 hrs

Objective: Fly through the enemy radar net and infiltrate their base.

Notes : Air-to-Ground, Infiltration.

If you have played Ace Combat 5, this mission will remind you of mission 21: Solitaire. You still need to fly below the enemy radar net but you will be fully armed and your objective is launching a surprise attack-alone.

As you start the mission, I suggest turning to your left (west) and make your way to the lone airborne target in the southwest. That is a special unit. Shoot it down and circle your way back to the straight path along the river. Make sure that you stay below the radar net while doing that.

Ace: TND-F3 "Gacrux"

Special Unit: CH-47

Destroy all the patrol boats BEFORE you pass over them. Once you get past the patrol boats, the radar net will disappear and you'll need to attack the base. Though the note for this mission is A-G, AA SP weapons are much better here since most of the targets are parked enemy bombers and fighters. There are a few ground targets which you can easily dispose of using conventional missiles.

Enemy fighter patrols (including the ace) will engage you as soon as you reach the base but make sure to get rid of the AA defenses in the base. Just wreak havoc to the base. If you want to destroy everything, leave at least one primary target and destroy the secondary targets.

Once the last primary target is destroyed, the mission completes.

Unlock Aircraft(s): (1) XR-45 "Cariburn"

(1) F-117A "Nighthawk"

Unlock Part(s) : (SP) Extra V Canard (wing)

(2) Diffusion Coat

Finish the mission with S-rank using Forneus

```
+++++
MISSION 09B                               WT017
Operation: A Diversion                     0400hrs
Objective: Escort the allied forces to the base
Notes    : Air-to-Ground, Escort
```

This mission could be hard or easy. You will need to escort an allied helicopter squadron, again, alone through the enemy infested forests to the base. The problem with shoulder-launched SAMs is that you will only detect them once they are ready to fire. If all helicopters are shot down, the mission ends.

The best way to deal with those hidden SAMs is by flying close behind the squadron. Bringing in long range air-to-ground weapons such as LASMs or better yet, the LAGMs, then you can take out those targets at a distance before they can even fire their missiles.

Ace: F/A-18E "Storm"

Special Unit: B-52 (parked)

The ace is available immediately at the start of the stage. You can watch your radar and wait for him to get near the river. To get to him, you will need to leave the allied squadron behind. As much as possible, deal with this guy in as little time as possible. You will need a fast plane to quickly intercept the ace and get back to your guys. If not, try to concentrate on the mission first and try this

mission later on free mission mode.

Once you reach the base, don't leave your allies. Enemy SAMs and choppers will still engage them. Destroy all AA defenses on the base before your allies arrive.

The special unit will appear beside one of the hangars so destroy it. Destroy the remaining targets and as soon as the squad touches the ground, the mission completes.

Unlock Aircraft(s): (1) F-2A
Unlock Part(s) : (SP) Extra Elron (wing)

```
+++++  
MISSION 10A                               WT018  
Operation: Joint Operation                 0400hrs  
Objective: Destroy all enemy transport aircraft  
Notes : Air-to-Air, Jamming, Pursuit
```

Because of the jamming, you can't rely on missiles too much. Though there are "windows" (a brief 5-second period where the jamming is cleared) during the mission and will allow you to lock-on targets. You will trust your gunning skills here. Have some good AA SP weapons as well.

Ace: SU-27 "Acrux"
Special Unit: C-5

The ace will be available near the center of the map. It will be challenging to gun him but stay close at his tail until the "window" opens and you should be able to take him down with two missiles.

The special unit is a C-5 transport plane that hangs out near the ace as well. You can easily locate it before the transports start going out in all directions to escape.

The enemy transports will start going to all directions once the order is given to them. Try to eliminate them as fast as possible and take out some escorts as well.

Once you destroy all the targets, the mission will end.

Unlock Aircraft(s): (1) Rafale M
Unlock Part(s) : (SP) Tracer
 (2) Laser Extension
 S-rank the mission using Falken

+++++
MISSION 10B WT019
Operation: Break In 1500hrs
Objective: Destroy all enemy transport aircraft
(Update:) Destroy all factories and landmines before the Aurelian
Liberation Corps arrives
Notes: Air-to-Air, Pursuit

Mission Type A: 07A/B-08A-09B-11B-10B (Normal Path)
Mission Type B: 07A/B-09A-11A-10B (Limited SP weapons)

Bring in A-G weapons. You will need that on the second part of the mission. Just chase the enemy transports and destroy them before they exit the operation area. You may want to get rid of the escorts as well.

Ace: F-16XL "Biel"
Special Unit: Container Ship

After destroying the transports, you will have a mission update. You'll need to rush to the western part of the map. The special unit will also appear by the shore, near the center of the map. The enemy ace will appear along with the reinforcements as well. The MPG will display the distance of the liberation corps from the factories.

This is where A-G weapons will play their part. Work quickly on the factories and mines, as well as shooting down airborne targets. UGBLs and FAEBs work well here but other AG weapons are fine as well. After destroying the last set of mines and factory, the mission completes.

Unlock Aircraft(s): (1) JAS-39 Gripen C
Unlock Part(s): (SP) Caudal Engine

+++++
MISSION 11A WT020
Operation: In Pursuit I 1700hrs
Objective: Sever power to the high performance SAMs, then destroy
the jamming facility.
Notes : Jamming

This mission will take time since you'll need to find four power stations amidst several scattered stations.

Since the jamming here is really strong, you'll need to strafe the targets. From time to time, there is a radar "window" where you can get a 5-second clearance to lock-on. But still, you can't rely on that too much.

After all the major power stations are taken down, the high performance AA defenses will go offline.

Since you will have difficulties targeting, unguided weapons will work

well against those clustered targets. But there is always a risk that the mission completes prematurely. You wouldn't want that if you are trying to shoot down the ace and the special unit.

Ace: F-117 "Inferno"
Special Unit: CH-47

The ace will appear from the northeast but don't bother chasing it. It will patrol around the Jammers until you reach it. The special unit will appear only after destroying some secondary targets such as those hi-performance SAMs and AA guns. Don't damage the Jammers while doing this.

You can engage the fighters in the area but you'll need a lot of patience to shoot them down. Even with the Jammers down (destroy all but one), the interference blanket is still thick in the area. Fortunately, this affects enemy radar as well. Once the last of the jammers are destroyed, the mission completes.

Unlock Aircraft(s): (1) F-35 "Lightning II"
Unlock Part(s) : (SP) AAM Jammer
(1) Auto Gun

++++
MISSION 11B WT021
Operation: In Pursuit II 1700 hrs
Objective: Sever power to the high performance SAMs, then destroy
the jamming facility.
Notes : Jamming

Basically, this is the same as 11A with just minor differences in the planes and parts to be unlocked.

Since the jamming here is really strong, you'll need to strafe the targets. From time to time, there is a radar "window" where you can get a 5-second clearance to lock-on. But still, you can't rely on that too much.

After all the major power stations are taken down, the high performance AA defenses will go offline.

Your starting position will be the opposite of 11A. Same tactics will apply here. Just destroy those power plants and proceed on destroying the jammers.

Ace: F-2A "Fury"
Special Unit: Vehicle

Like Inferno, the ace in 11A, Fury will appear to the northwest. I am sure that both of them appears early in the mission but you will have a hard time telling so because of the jamming. Try your best to

engage and shoot him down since he will be a bit faster than Inferno's stealth bomber.

The vehicle special unit will appear after you destroyed the surrounding AA defenses, facilities and vehicles. Bombs will be very helpful here.

Unlock Aircraft(s): (1) Typhoon
(1) F-22 "Raptor"
Unlock Part(s) : (SP) NERA Armor

++++
MISSION 12A WT022
Operation: Gaius Tower 1900hrs
Objective: Protect allied troops in their assault on Gaiuss Tower.
Notes: Air-to-air, Air-to-Ground, Assault on Base

Mission Type A: 07A/B-08A-10A-11B-12A
Mission Type B: 07A/B-09A-08B-10B-11A-12A
(Allied wingman reinforcements)
Mission Type C: 07A/B-08A-10A-12A (Jamming Interference)
Mission Type D: 07A/B-09A-08B-10B-12A
(Allied wingman reinforcements, Jamming Interference)

Depending on the mission path you have taken (refer to the mission types above), you could either have additional allies or jamming interference or both.

Start the mission by rushing to the first enemy ground position. If you want to have the ace appear later, ensure that all your allies reach the capital. There will be three enemy aircrafts that will engage you but ignore them for the meantime. Sweep through enemy ground formations, then the fighters and some nearby Meson Cannons.

Once you cleared the enemy opposition, just wait until your allies enter the capital walls. The enemy ace will appear along with enemy reinforcements. The special unit will be a vehicle coming out of the tower (probably escaping enemy ranks). Destroy those to obtain your rewards.

Ace: Typhoon "Zephyr"
Special Unit: Vehicle

Destroy all enemy targets and the mission completes.

Unlock Aircraft(s): (1) YR-99 "Forneus"
(1) Su-37 "Terminator"
Unlock Part(s) : (SP) Bullet Engine
(1) Minotaur Engine
(1) Bullet Engine
(1) Extra Canard

(1) Titanium Armor

++++
MISSION 12B WT023
Operation: Atmos Ring 1900hrs
Objective: Destroy the Meson Cannon and all enemy aircraft
Notes: Air-to-air, Air-to-Ground, Assault on Base

Mission Type A: 07A/B-08A-09B-11B-10A-12B (Normal path)
Mission Type B: 07A/B-08A-09B-11B-12B
(Increased number of enhanced cannons)
Mission Type C: 07A/B-09A-11A-10B-12B (Limited SP weapons)
Mission Type D: 07A/B-09A-11A-12B
(Increased number of enhanced cannons,
Limited SP weapons)

Having some LASMs and LAGMs will be very effective against the Meson Cannons. In this mission, you will be pitted against the MSBR enhanced Meson Cannons and enemy aircraft, about 9 of them. You can bring in XMAAs, QAAMs and other AA SP weapons at your discretion.

One weakness of the Meson Cannons is its rather slow tracking. It won't hit you as long as you're flying at the speed of 600mph and above. Also, aside from its very limited range (it can shoot targets near and inside the ring) it can't hit targets below 2000 ft. You can wade safely under the cannons' lasers but watch out for those AA guns and SAMs below.

Ace: Gripen-C "Riot"
Special Unit: CH-47

As you start the mission, hit your afterburners and engage the enemy fighters first. Do not destroy any of the Meson Cannons for the meantime. As long as you maintain your speed above 600, you'll be somewhat immune against the cannons. Or if you're having problems, you can always lure the enemy fighters away from the cannons and shoot them down in a safe distance.

After destroying the two Gripens, two F/A-18E will appear from the southeast. Destroy them as well and the ace will appear together with the last wave to attack you. Shoot them all down.

After clearing the skies, work your way on destroying all those Cannons and MSBRs. Destroy the special unit that will appear on the top of Gaiuss tower. After that, destroy the last cannon/MSBR to complete the mission.

Unlock Aircraft(s): (1) F-15S/MTD
(2) X-02 "Wyvern"
Unlock Part(s) : (SP) Thornback Fin (Wing)
(1) Extra Canard

(1) Minatour Engine

++++
MISSION 12C WT024
Operation: Wild Card 1900hrs
Objective: Destroy the Meson Cannon and all enemy aircraft
Notes: Air-to-air, Air-to-Ground, Assault on Base

Mission Type A: 07A/B-08A-10A-09B-11B-12C (normal path)
Mission Type B: 07A/B-08A-10A-09B-12C (Jamming interference)

First, you'll need a fast Multirole with a large payload for this mission. I suggest taking this path on your 2nd playthrough onwards. Anyway, your main objective is to destroy all attacking enemy ground troops as well as the cannons.

As you start the mission, quickly destroy the nearest groups. To be able to make the ace for this stage appears, you'll need to work face and maintain no or very minimal damage to your allies. Don't worry about the Meson Cannons since the Liberation Corps will take control over each station and disable them. Concentrate on eliminating the enemy ground troops.

After the ground units are destroyed, proceed with the destruction of the cannons. A mission update will follow.

Ace: Rafale M "Tyrant"
Special Unit: Gunboat

As long as your allies incurred no or very little losses, the enemy ace will appear. The special unit in this stage will appear as a gunboat, south of the city, along in the river. It will make its way outside the map.

As you defeat all the initial targets, you will receive a mission update. Apparently, some long range missile launchers have gone within the city's firing range. The launchers will be appearing from the north, northeast, east, west and southwestern roads. This is where the speed of your plane determines how easy this part of the mission will be or not.

In addition, enemy air reinforcements will join the fray. Just ignore them for the meantime and hit those after burners and destroy the missiles. If you can still can, destroy the launchers as well to prevent them from further launching missiles.

Though there are considerable intervals when launching, you will have a hard time in case they launch those missiles almost at the same time.

I was told that this mission's ranking system is points based so if you want to score more, destroy all launchers except one. Once you

have only one launcher to worry about, you may freely engage those pesky enemy fighters that keep on chasing you.

After the last launcher is destroyed, the mission will end.

Unlock Aircraft(s): (1) YF-23 "Black Widow"

(2) X-02 "Wyvern"

Unlock Part(s) : (SP) Light Armor

++++
MISSION 13A WT025
Operation: Alect Squadron 1800hrs
Objective: Destroy the enemy ace squadron
Notes: Air-to-air

This is purely an air to air mission. You will face the elite enemy ace squadron and the whole wave of enemy fighters. Ace Combat Zero has a lot of these missions which I really loved.

Anyways, apply all what you learned here. Avoid flying a straight line and don't let the enemies surround you or you'll get trapped in the crossfire.

Ace: F-22 "Pain"/ SU-37 "Sorrow"

Special Unit: Container Ship

The special unit will appear on the eastern part of the map as soon as the Alect Squadron appears. Destroy all enemy fighters, and leave one Alect member alive. After a few seconds, two aces will appear from both sides of the map. Destroy them first for additional scores and rewards.

Once the last alect member goes down, the mission completes.

Unlock Aircraft(s): (1) F/B-22 Concept

Unlock Part(s) : (SP) Enhanced GSPM

(1) Extra Ammo

(2) Long Range MSSL

Finish the mission with an S-rank using X-02 Wyvern.

++++
MISSION 13B WT026
Operation: Armada 1800hrs
Objective: Destroy the enemy fleet
Notes: Air-to-ship

Bringing in some LASMs and LAGMs will be helpful, especially those threatening cruisers. As much as possible, disable the enemy ship's armament first. Note that they can still fire weak machine gun fire even with their conventional weapons stripped off.

Avoid staying in the middle of the battlegroup or you will be shredded into pieces. The best approach is to find your target ship, which is normally the one in the outer part of the group. Fly fast and low, once you get a lock-on, release your missiles then pull out. Basically you will be doing some hit and run attacks. Since your SP weapons come in limited supply, prioritize on which target you will use them. Aegis cruisers with mounted SAMs and AA guns usually come first.

Take care of the first fleet. After destroying all of them, proceed to the much heavier formation of enemy ships. Note that there is an aircraft carrier there that will keep on launching F-35s to intercept your squadron. Destroy them quickly and the first enemy ace will appear, alongside with the special unit, a stealth B-2A bomber.

Ace: YF-23 "Spider"/ F-15S/MTD "Comet"
Special Unit: B-2A Stealth bomber

Proceed to the 3rd fleet and destroy everything, except for the battleship. The second ace (Spider) will appear as well. Shoot down all non-targets. You may leave the carriers afloat since they will continuously launch fighters as long as they can. You can use this to score more.

Once the last target ship sinks, the mission ends.

Unlock Aircraft(s): (1) Mig-1.44
Unlock Part(s) : (SP) Tracker Missile

```
+++++  
MISSION 14A                               WT027  
Operation: Firestorm                       1300hrs  
Objective: Destroy all enemy transport ships and storage facilities  
Notes: Air-to-ship
```

This mission may look easy as first look but its challenging, actually.

You need to destroy those hangars containing highly explosive chemical/material. The tricky part is that the entrances of those hangars are at sea level; which means you'll need to fly low, get a clean shot before firing.

Another thing is that you'll need to quickly move away after releasing your missiles to avoid being caught in the massive explosion resulting from the destroyed hangar. Not challenging enough? Well, most of the entrances are blocked by islands, which mean you'll need to fly over those floating pieces of rock, "hug the deck" or follow the terrain

closely, until you reach the hangar's entrance.

Enemy planes will be here of course. Enemy ships are scattered around the place as well though there are just a few of them that poses any threat at all.

Ace: Mig-1.44 "Lancer"
Special Unit: Submarine

To make the enemy ace appear, don't destroy the container ships nearby some of the entrances. Destroy the hangar directly and let the blast radius engulf and destroy those ships. The ace will appear to the east. The special unit however, will be available after destroying a few targets.

After the last hangar is destroyed, the mission ends.

Unlock Aircraft(s): (1) Su-47 "Berkut"
Unlock Part(s) : (SP) SCRAM Jet Engine

+++++
MISSION 14B WT028
Operation: Offline 1300hrs
Objective: Destroy all enemy satellite control facilities
Notes: Air-to-ship

This is an easy mission as long as you have the right plane. LAGMs works well against these clustered targets while XAGMs will quickly deplete your SP weapon reserve. This radar cluster is protected by aegis cruisers, enemy planes and conventional anti-air defenses.

There is nothing special to note here, just consider this as a straightforward demolition mission. After destroying all land targets, more enemy reinforcements will appear, including the ace of this mission and the special container ship.

Ace: F/B-22 "Orca"
Special Unit: Container Ship

Orca will appear from the eastern side of the map along with F-22s. The container ship can be easily identified since it will be just a lone dot in the map.

Take note of your timer when doing this mission. As soon as you receive the mission update, you could have less time than you think.

Approach the control tower inside the cave. Be warned that two submarines are waiting there to ambush. You can approach the cave, slow down then pull out after the underlying subs come out, and then sink them.

Once you got a lock to the control tower, don't fire your missiles immediately. Slow down, and make sure you have enough space to incline or "look down" to fire the missile. It just takes one missile hit to destroy the tower. Fly through the tight tunnel slowly and the mission completes.

Unlock Aircraft(s): (1) S-32
Unlock Part(s) : (SP)

```
+++++  
MISSION 15A                                WT029  
Operation: End of Deception I              0400hrs  
Objective: Destroy all Fenrir advanced attack aircraft  
Notes: Air-to-air, Assault on Base
```

Mission Type A: 12A/B-13A-14B-15A (Normal Path)
Mission Type B: 12A/B-13A-15A
(Enhanced accuracy of microwave weapon [HPM])

Welcome to the last stage. As shown in the mission type above, skipping 14B will make the Fenrir's HPM more accurate. HPM is a microwave weapon mounted on the Fenrir that heats up the target's fuel tanks and makes them explode.

If caught, the only way to escape is to hit the afterburners and exceed speeds of 900mph. Remember that you should fly a straight line so that you'll accelerate faster.

The Fenrirs will be hard to track down since they have optical camouflage and their mobility is superb. Having QAAMs in this battle helps a lot but you should have a clean shot first. If you are using an experimental plane, make sure that you have equipped Tracker MSSL and Sniper OS. This will further increase your plane's potential against these advanced targets.

Ace: S-32 "Eliza"
Special Unit: Container Ship

Eliza appears from the northeast after shooting down two Fenrirs. The container ship will appear after the first shockwave cannon blast.

After destroying all the Fenrir aircrafts, your mission update is to destroy the enemy shock cannon. As usual, you'll need to fly below the cannon's edge to avoid getting shot down. Note that the shock cannon have some AA defenses so strip them off if you still have time.

The shock cannon also has a shorter firing interval compared to the one mounted on the Gleipnir so be ready to dive down anytime. It will take several direct missile hits to destroy this target. For better results, try shooting your gun will firing the missiles. It's a risky move but it is guaranteed to destroy the target much faster.

After that, watch the following scenes and... Congratulations for

finishing the game!

Unlock Aircraft(s): None
Unlock Part(s) : (SP) Adv Titanium Armor
Unlocks : Music Player
Scene Viewer

++++
MISSION 15B WT030
Operation: End of Deception II 0400hrs
Objective: Destroy all Fenrir advanced attack aircraft
Notes: Air-to-air, Assault on Base

Mission Type A: 12A/B-14A-13B-15B (Normal Path)
Mission Type B: 12A/B-14A-15B (Enemy fleet reinforcements)

This mission can be divided into three major parts:

1. Initial air battle/ intercept
2. Allied amphibious landing, opening of the generators
3. Flying inside the fortress to destroy the last Fenrir.

Depending on what mission type/path you have taken, there could be an enemy fleet blocking the allied amphibious landings or not. But don't worry since the allied fleet is much superior that they can take those enemy reinforcements by themselves.

The second part is mainly for disabling the optical camouflage of the Fenrir. But, it is very possible that you destroy all Fenrirs without even going to the second part. I have done it several times already but it was really a challenge. The best planes to use to at least "match" the Fenrir's mobility are the SU-37, F-22, MiG-1.44, S-32, SU-47, tuned X-02 and of course, the all mighty Fenrir itself. Having QAAMs or XMAAs will further make your work easier.

Ace: SU-47 "Dusk"
Special Unit: U-2

Dusk will appear after downing at least two Fenrirs.

If you have destroyed the Fenrirs, the allied landing units will continue inside the fortress and the second part will be skipped. You will get a mission update after that.

Objective: Chase down and destroy all Fenrir advanced attack aircraft within the fortress

You will need to fly inside the fortress. Don't worry; compared to the Megalith of Ace Combat 4, the tunnel here is a lot more spacious.

Fortunately, there is only one Fenrir that you'll need to shoot down. But you need to shoot it down immediately since it will attempt to get away

Enter the tunnel by flying start to the west first then slowly circling back. Keep your speed below 400mph because if you are using a plane with low stability (common in high speed fighters and multiroles), a single jerk can take you out of control. So be careful.

The special unit is parked inside the tunnel, to the left. If you have XMAAs or XLAAs (you should have), fire them as soon as you get a lock-on with Fenrir. It is possible to fly within the left corridor in case you didn't hit the U-2 but you need careful flying or you'll kiss the walls.

After all of those are done, carefully fly to the end of the tunnel and fly out of the base. Watch the following scenes and congratulations for finishing the game!

Unlock Aircraft(s): None
Unlock Part(s) : (SP) Fenrir ECMS
Unlocks : Music Player
Scene Viewer

```
+++++  
MISSION SP                               WT031  
Operation: Operation X                   ----hrs  
Objective: Destroy all targets  
Notes: Air-to-Air
```

This mission can only unlocked after completing all missions in the game. You can check out the ones that you haven't unlocked yet by going to the Main Menu- Free Mission.

Alright, time to test your abilities. In this mission, you will face ALL experimental planes from APALIS to X-02. A tuned X-02 or a XFA-27 will give you a variety of advantages than normal fighters. You'll need any advanced fighter you have in your inventory but I prefer using/ tuning an X-02 with the following parts:

Engine: Mercury Engine
Wing: Thornback Fin
Armor: Ti-Al Armor
Weapon: Tracker MSSL
Cockpit: AAM Jammer or Sniper OS

There is not much of a strategy needed here. All you need is your dogfighting skills. The first wave consists of slower and easier to hit Apalis and Fregatas.

After destroying the following waves, the targets will appear. You'll

=====

These aircrafts are bombing specialist and ground target killers. They excel in flying at subsonic speeds while "hugging the deck" or flying low. They have heavy armors that make them sturdy enough to withstand enemy fire. Their weakness however, is their stiff maneuverability. It will be hard to avoid enemy missiles just by evading it. Attackers are also capable of engaging enemy ships.

Normally referred to as "bombers", they carry enough ordinances to destroy large groups of ground units. Newer bombers are faster, more agile and more maneuverable without sacrificing armor rating.

++++
A-6E Intruder AT001

Spd : 4
A-A : 2
A-G : 6
Mobl : 3
Stbl : 7
Def : 9
Cost : 4600c

Special Weapons:

UGBL -12 ----
LASM - 8 1800c
XAGM - 14 2000c

UNLOCK: Complete mission 01

NOTES: Your earliest attacker to boot, the AE-6 will be a waste of money. It has very low maneuverability making it really hard to turn. Its speed is not that great also, making it a challenge to chase down and engage enemy aircraft. Albeit its stiff controls, it has superb stability, letting it fly at very low speeds without stalling. A decent plane for ground missions but other than that, stick with your F-4E instead.

++++
A-10 Thunderbolt II AT002

Spd : 3
A-A : 1
A-G : 9
Mobl : 4
Stbl : 9
Def : 10
Cost : 15100c

Special Weapons:

XAGM - 18	-----
SFFS -	146500c
FAEB -	108400c

UNLOCK: Complete Mission 06B

NOTES: The A-10A is a great attacker. It has better stats and payload compared to the A-6E. Originally designed for close air support, this plane can also track engage multiple ground targets at once. It has tougher armor, enabling it to withstand at least 5 direct missile hits (in Normal Mode). Also, being able to carry 10 FAEBs, it has one of the most destructive planes in the game in terms of bomb runs.

++++
 F-1 AT003

Spd : 5
 A-A : 2
 A-G : 6
 Mobl : 4
 Stbl : 6
 Def : 5
 Cost : 10300c

Special Weapons:

RCL - 10	-----
UGBL - 12	3800c
LASM - 8	4100c

UNLOCK: Complete Mission 01, second playthrough

NOTES: The F-1 is a decent attacker that is quite agile and maneuverable. Although its not as tough as the A-10 and the A-6E, its enhanced maneuverability and speed will enable it to engage aerial targets. The RCL as a default weapon won't help you that much so just try to get the UGBL or better yet, the LASM.

++++
 F-2A AT004

Spd : 7
 A-A : 8
 A-G : 4
 Mobl : 5
 Stbl : 7
 Def : 6
 Cost : 28900c

Special Weapons:

LASM - 10 ----
SFFS - 14 12300c
XMAA - 16 14200c

UNLOCK: Complete mission 09B

NOTES: As the description states, this attacker is primarily designed for air to ground combat. However, it has superb maneuverability and great stability as well. The reason this plane is tagged as an attacker and not as a multirole is because its special weapons are all dedicated anti-ground ordinances. One great aspect for this plane however, is that it can engage air units and fend for its own when targeted. As for the design, this greatly resembles the F-16C "Fighting Falcon".

++++
F-15E Strike Eagle AT005

Spd : 9
A-A : 8
A-G : 4
Mobl : 5
Stbl : 8
Def : 7
Cost : 23200c

Special Weapons:

SFFS - 12 ----
SAAM - 10 10400c
GPB - 14 8600c

UNLOCK: Complete Mission 07B

NOTES: Another crossover between a multirole and an attacker. Based on the stats, this fighter is more than capable of engaging air targets but is also an effective high speed bomber. The Strike Eagle has great speed and mobility for an attacker and also has great defense and stability as well. It's a derivative from the F-15 Eagle, air superiority fighter.

++++
F-16XL AT006

Spd : 7
A-A : 4
A-G : 7

Mobl : 5
Stbl : 6
Def : 5
Cost : 31300c

Special Weapons:

XAGM - 14 ----
SAAM - 10 14000c
BDSP - 8 12100c

UNLOCK: Complete Mission 07C

NOTES: Similar to the F-15E, the F-16XL is also a derivative or another version, this time, taken from the F-16. Its performance is a bit off but still comparable from the F-15E. Though a decent high speed attacker, this plane can be overshadowed by the much better performing F-15E, not to mention its cost versus the mentioned aircraft.

++++
F-117A Night Hawk AT007

Spd : 4
A-A : 2
A-G : 7
Mobl : 5
Stbl : 7
Def : 7
Cost : 30500c

Special Weapons:

GPB - 16 ----
UGBL - 14 11300
LAGM - 12 12600

Unlock: Complete Mission 09A

NOTES: Honestly, its stealth doesn't really help too much against enemy trackers and radars. You won't even know that this plane has stealth. Just think of it as an advanced version of the A-10A. You can just spend your money on other better planes or better yet, on those high speed bombers like the F-16XL and the F-15E.

++++
F/B 22 Concept AT008

Spd : 7
A-A : 5

A-G : 10
Mobl : 7
Stbl : 9
Def : 8
Cost : 54300c

Special Weapons:

SOD - 16 ----
XAGM - 16 23900
BDSP - 12 22400

Unlock: Complete Mission 13A

NOTES: A derivative from the F-22 Raptor, the F/B-22 is considered the modern pinnacle of stealth, high speed bombers. It has the superb maneuverability, defense and speed of the F-22 while maintaining great stability for targeting ground units. Even as an attacker, the plane's awesome mobility allows it to intercept targets and engage high speed fighters.

++++
Mirage-2000D AT009

Spd : 8
A-A : 4
A-G : 4
Mobl : 5
Stbl : 3
Def : 5
Cost : 15900c

Special Weapons:

UGB - 14 ----
GPB - 10 5600
XAGM - 12 6600

Unlock: Complete Mission 03B

NOTES: A dedicated air-to-ground interdicator, this is one of the decent attackers you can for the start of the game. It has average mobility and stability to engage with medium air-to-air engagements or bombing runs.

FIGHTERS

=====

Aircrafts built for engaging enemy fighters and air targets. They are agile, quick and deadly. They are also deployed to escort transports and bombers, defend bases and even protect the fleet. They are capable of turning sharply at very high speeds as well.

The weaknesses of fighters include lesser armor to make the plane

lighter but making it more vulnerable against enemy fire and their sensitivity when attacking the ground can make the plane wobbly and crash.

++++
F-4E Phantom II FT001

Spd : 7
A-A : 5
A-G : 1
Mobl : 3
Stbl : 3
Def : 4
Cost : ----

Special Weapons:

NPB - 10 ----
SAAM - 8 2600
UGBL - 8 2300

Unlock: Starting aircraft

NOTES: A decent plane as your starting aircraft, the Phantom II can double as a medium bomber when needed.

++++
F-5E Tiger II FT002

Spd : 7
A-A : 5
A-G : 1
Mobl : 3
Stbl : 3
Def : 3
Cost : 9300

Special Weapons:

UGB - 12 ----
RCL - 10 2700
QAAM - 6 3700

Unlock: Complete Mission 04B

NOTES: Although it almost the same stats as the F-4E, by the time you'll get this plane, you'll already have access to better planes. Or yet, just stick with your trusty Phantom II.

+++++
F-14D Super Tomcat FT003

Spd : 9
A-A : 8
A-G : 2
Mobl : 5
Stbl : 5
Def : 5
Cost : 16600

Special Weapons:
XLAA - 12 ----
NPB - 12 5900
GPB - 10 5900

Unlock: Complete Mission 06A

NOTES: A low cost, carrier-based fighter that can also take on medium air-to-ground missions. Its variable geometry wing retracts when flying at high speeds and extends on low speeds to maintain good stability.

+++++
F-15S/MTD FT004

Spd : 8
A-A : 5
A-G : 9
Mobl : 8
Stbl : 7
Def : 6
Cost : 48400

Special Weapons:
XLAA - 14 ----
SOD - 16 21200
FAEB - 8 25700

Unlock: Complete Mission 12B

NOTES: A heavily modified version of the F-15, this fighter is used as an experimental aircraft to use thrust vectoring and other advanced electronics. Some of these enhancements are applied on modern advanced aircrafts such as the F-22. Though optimized for aerial combat, the F-15S/MTD is also capable of carrying and dropping devastating FAEBs (Fuel Air Explosive Bombs)

+++++
F-16C Fighting Falcon FT005

Spd : 7
A-A : 6
A-G : 1
Mobl : 4
Stbl : 4
Def : 4
Cost : 12800

Special Weapons:
RCL - 10 ----
LAGM - 8 5000
XMAA - 12 5900

Unlock: Complete Mission 04A

NOTES: Designed as a lightweight fighter, the F-16C is also optimized for air-to-ground combat, further enhancing its strike capability. Just replace the crappy default RCL as your special weapon.

+++++
F-22 Raptor FT006

Spd : 8
A-A : 5
A-G : 8
Mobl : 8
Stbl : 8
Def : 7
Cost : 51100

Special Weapons:
XMAA - 18 ----
GPB - 12 18500
SOD - 12 21100

Unlock: Complete Mission 11B

NOTES: The Raptor is the icon of the 21st century aircraft. Fully automized and computerized, it was meant to be the superior fighter that will rule the skies. Thrust vectoring gives the Raptor superb maneuverability and mobility; not to mention its large payload and stealth capabilities.

+++++
MiG-21-93 Fishbed FT007

Spd : 7
A-A : 4
A-G : 5
Mobl : 7
Stbl : 4
Def : 5
Cost : 15400

Special Weapons:

SAAM - 8 ----
LASM - 10 7100
ECMP - 5 6800

Unlock: Complete Mission 03A, second playthrough

NOTES: A cheap yet decent fighter that has high mobility and speed. The ACX version of this plane is a little beefed up since the plane's capability is comparable to the starting aircrafts such as the F-4E and F-5E. And because you'll acquire this plane on your second playthrough, you will probably want to save up the money to buy more powerful planes.

++++
MiG-29A Fulcrum FT008

Spd : 8
A-A : 4
A-G : 4
Mobl : 4
Stbl : 4
Def : 4
Cost : 14400

Special Weapons:

UGB - 12 ----
RCL - 12 4500
SAAM - 10 6500

Unlock: Complete Mission 05B

NOTES: An average plane with average stats. Nothing special about this aircraft so you may want to find better alternatives other than the Fulcrum.

++++
MiG-31 Foxhound FT009

Spd : 10
A-A : 5
A-G : 4
Mobl : 4
Stbl : 3
Def : 8
Cost : 18400

Special Weapons:

SAAM - 8 ----
UGBL - 12 6700
XLAA - 12 8600

Unlock: Complete Mission 05A

NOTES: Though the Foxhound has superb speed and defense, it doesn't have the capability to use that speed to outmaneuver the enemy; all because of its really low mobility. You will notice how hard the plane turns during tight dogfights.

++++
S-32 FT010

Spd : 8
A-A : 9
A-G : 4
Mobl : 9
Stbl : 6
Def : 6
Cost : 67100

Special Weapons:

QAAM - 12 ----
LAGM - 14 28700
ECMP - 8 32500

Unlock: Complete Mission 14B

NOTES: The prototype of the SU-47 Berkut, the S-32 boasts excellent speed and mobility, not to mention large weapons payload, suitable for heavy dogfights and intercept missions. Its forward swept wings help the plane manage sharp turns at high speeds, while providing stability.

++++
SU-27 Flanker FT011

Spd : 8

A-A : 7
A-G : 2
Mobl : 5
Stbl : 5
Def : 5
Cost : 27400

Special Weapons:

XMAA - 12 ----
UGB - 12 8500
SFFS - 10 11000

Unlock: Complete Mission 08B

NOTES: The SU-27 is designed to be a long range air superiority fighter. The plane performs decently on dogfights and can even carry out interdiction missions as well.

++++
SU-37 Terminator FT012

Spd : 9
A-A : 10
A-G : 5
Mobl : 9
Stbl : 7
Def : 7
Cost : 49100

Special Weapons:

QAAM - 12 ----
FAEB - 8 26100
XLAA - 16 24300

Unlock: Complete Mission 12A

NOTES: Previously known as the Super Flanker, the Terminator is based on the SU-27's design and was made to be the direct competitor of the F-22 Raptor. It boasts superb maneuverability, thanks to its thrust vectoring nozzles. It also has stealth capabilities and excellent speed, making it ideal for stalking enemy fighters and shooting them down.

++++
SU-47 Berkut FT013

Spd : 9
A-A : 10

A-G : 5
Mobl : 9
Stbl : 7
Def : 7
Cost : 61600

Special Weapons:

QAAM - 14 ----
NPB - 16 23700
BDSP - 12 25400

Unlock: Complete Mission 14A

NOTES: The final version of the S-32, which is also known previously as the S-37 (don't mix it up with the SU-37). The forward swept wings are still retained while advanced electronics are added, including electronic controlled canards.

++++
Tornado F3 FT014

Spd : 8
A-A : 7
A-G : 2
Mobl : 5
Stbl : 5
Def : 9
Cost : 22500

Special Weapons:

XMAA - 12 ----
SAAM - 12 10400
ECMP - 5 10300

Unlock: Complete Mission 07A

NOTES: An air superiority fighter that has variable geometry wings, similar to the F-14D Tomcat. The Tornado has excellent defense and speed and has good mobility as well.

++++
(Eurofighter) Typhoon FT015

Spd : 9
A-A : 5
A-G : 7
Mobl : 8
Stbl : 6

Def : 6
Cost : 38000

Special Weapons:

XLAA - 14 ----
GPB - 10 13200
SFFS - 12 15100

Unlock: Complete Mission 11B

NOTES: A modern aircraft boasting advanced avionics and computerized controls makes it a great all-around fighter.

+++++
X-29A FT016

Spd : 7
A-A : 3
A-G : 4
Mobl : 7
Stbl : 4
Def : 4
Cost : 25700

Special Weapons:

QAAM - 10 ----
FAEB - 6 13100
LAGM - 10 10300

Unlock: Complete Mission 07B, second playthrough

NOTES: An experimental aircraft in real life that never saw combat, ACX's version of the X-29 is an agile, fast and good aircraft that has good air and ground weapons.

+++++
YF-23A Black Widow II FT017

Spd : 8
A-A : 5
A-G : 8
Mobl : 8
Stbl : 8
Def : 7
Cost : 46600

Special Weapons:

QAAM - 12 ----

NPB - 12 16800
BDSP - 10 18600

Unlock: Complete Mission 12C

NOTES: A prototype of the F-22 Raptor, the Black Widow II built with stealth as the primary aspect.

MULTIROLE
=====

These aircrafts are the hybrid or the cross between fighters and attackers. Their main strength lies in their all-around attributes and capability of being deployed on any mission. They have the strength, speed and agility of fighters and the toughness and stability of attackers.

+++++
F-35 Lightning II MR001

Spd : 7
A-A : 4
A-G : 8
Mobl : 8
Stbl : 7
Def : 6
Cost : 35500

Special Weapons:

LASM - 12 ----
SOD - 16 15600
QAAM - 10 15900

Unlock: Complete Mission 11A

NOTES: A carrier-based stealth fighter designed to carry all combat operations, including close air support, interdiction, interception and tactical bombing.

+++++
F/A-18E Super Hornet MR002

Spd : 7
A-A : 7

A-G : 4
Mobl : 6
Stbl : 7
Def : 6
Cost : 29700

Special Weapons:

XMAA - 12 ----
NPB - 14 11300
ECMP - 4 13600

Unlock: Complete Mission 08A

NOTES: A carrier-based multirole fighter that is capable of carrying out high speed strikes and interception while maintaining high speed and stability.

+++++
Fenrir (Advanced Aircraft) MR003

Spd : 10
A-A : 10
A-G : 10
Mobl : 9
Stbl : 9
Def : 9
Cost : 215000

Special Weapons:

LASM - 18 ----
XMAA - 22 100300
LSWM - 2 129000

Unlock: Complete all missions in the game; then complete the Campaign in Ace Difficulty

NOTES: Considered as one of the most powerful aircraft in the game, this fictional piece of advanced futuristic technology can carry two over powerful shockwave missiles, capable of destroying all targets within its range, regardless of type and armor. Fenrir can also equip HPMS or microwave weapons and even strut an optical camouflage, replacing conventional stealth technology. These advancements however, are only available on the Leasath Fenrirs.

+++++
JAS 39 Gripen C MR004

Spd : 9

A-A : 9
A-G : 4
Mobl : 7
Stbl : 7
Def : 6
Cost : 36700

Special Weapons:

RCL - 16 ----
XLAA - 12 17100
ECMP - 6 17100

Unlock: Complete Mission 10B

NOTES: A great fighter with well-balanced stats essential for its multi-role capabilities.

++++
JA-37 Viggen MR005

Spd : 7
A-A : 3
A-G : 4
Mobl : 6
Stbl : 4
Def : 4
Cost : 5800

Special Weapons:

UGB - 12 ----
XMAA - 14 4100
XAGM - 16 3900

Unlock: Complete mission 02

NOTES: A great starting aircraft with excellent weapon loadout and stats.

++++
MiG-1.44 MR006

Spd : 9
A-A : 5
A-G : 9
Mobl : 9
Stbl : 5
Def : 5
Cost : 52600

Special Weapons:

UGBL - 18 ----
QAAM - 12 21800
LAGM - 16 23600

Unlock: Complete Mission 13B

NOTES: Another experimental aircraft in real life, its advanced design contributes to the plane's awesome mobility and speed. It has great stability and defense for high speed bombing runs.

++++
Rafale M MR007

Spd : 7
A-A : 4
A-G : 8
Mobl : 7
Stbl : 6
Def : 6
Cost : 35100

Special Weapons:

LASM - 12 ----
XMAA - 16 17400
SOD - 14 14900

Unlock: Complete Mission 10A

NOTES: The Rafale M is a good anti-ship plane. It has good stability and speed which can help pilots glide their planes across enemy fleet air barrages. Small and lightweight, the Rafale can also be used as an interceptor.

EXPERIMENTAL PLANES

=====

There is a special group of special planes that you can customize using any parts you have purchased and unlocked. These planes' statistics will vary from the parts you put in them as well as their performance. Parts can be unlocked by completing missions and shooting down special "star" units.

+++++
ADF-01 FALKEN EX001

Spd : 9
A-A : 6
A-G : 5
Mobl : 9
Stbl : 8
Def : 7
Cost : 140500

Special Weapons:

TLS - 14 ----
XLAA - 18 65400
FAEB - 8 68200

Unlock: Complete Mission SP

NOTES: First appeared as a non-playable aircraft in Ace Combat 2, the Falken's unique design has changed a bit over the years. The TLS is a powerful weapon that can cut through anything easily, which can be targeted at air, naval and ground targets.

+++++
X-02 Wyvern EX002

Spd : 9
A-A : 6
A-G : 6
Mobl : 9
Stbl : 9
Def : 7
Cost : 95900

Special Weapons:

XLAA - 14 ----
BDSP - 14 40900
XAGM - 16 42100

Unlock: Complete Mission 12B or C, second playthrough

NOTES: One of my all-time favorite planes, the Wyvern first appeared in Ace Combat 4. The switchblade wings fold and unfold at different speeds giving the Wyvern extreme maneuverability on any speed.

+++++
XFA-24A Apalis EX003

Spd : 6
A-A : 3
A-G : 2
Mobl : 5
Stbl : 4
Def : 4
Cost : 8700

Special Weapons:

UGB - 16 ----
XMAA - 14 4100
XAGM - 16 3900

Unlock: Complete Mission 03A

NOTES: The Apalis is the first experimental aircraft you will acquire in the game. It is a good multirole at the start of the game so make sure to equip some new parts you have acquired. Optimized for air-to-ground strikes, the Apalis' special part further enhances its anti-ground capability.

+++++
XFA-27 EX004

Spd : 8
A-A : 4
A-G : 2
Mobl : 7
Stbl : 4
Def : 5
Cost : 26000

Special Weapons:

QAAM - 10 ----
SOD - 12 10700
ECMP - 6 12100

Unlock: Complete Mission 03B

NOTES: First appeared in Ace Combat 2, the XFA-27 is the first "super" aircraft with perfect stats and capabilities. This has been trimmed down in ACX. However, since the XFA-27 is customizable, the players have the option to equip a part that will enable its original capability to fire four missiles at a time.

+++++
XR-45 Cariburn EX005

Spd : 8
A-A : 4
A-G : 2
Mobl : 9
Stbl : 4
Def : 3
Cost : 29100

Special Weapons:

XLAA - 12 ----
RCL - 14 9300
QAAM - 10 13100

Unlock: Complete Mission 09A

NOTES: The Cariburn is a great, cheap and customizable fighter. Its forward swept wings enables it to make hard turns, similar to the the S-32 and SU-47; perfect for tight dogfighting and combat maneuvers.

++++
YR-99 Forneus EX006

Spd : 8
A-A : 4
A-G : 3
Mobl : 8
Stbl : 6
Def : 4
Cost : 47700

Special Weapons:

LAGM - 14 ----
XMAA - 14 22900
SFFS - 12 19700

Unlock: Complete Mission 12A

NOTES: Forneus is a great multirole aircraft. Very agile and stable. Its cockpit is similar to the Falken's, which provides the pilot a full 360 view around.

++++
YR-302 Fregata EX007

Spd : 6
A-A : 3
A-G : 2

Mobl : 4
Stbl : 5
Def : 6
Cost : 21000

Special Weapons:

NPB - 19 ----
LAGM - 16 8700
FAEB - 8 10800

Unlock: Complete Mission 07A

NOTES: With its four massive engines and large body, the Fregata will look like flying goose. It is optimized for high speed bombing, which is made possible by the exploding effect of the four engines. The additional weight of the engines in the rear restricts fluent maneuvers of the plane which makes it hard to use against faster enemy interceptors.

```
+-----+  
|                S P E C I A L   W E A P O N   L I S T                |  
+-----+
```

The costs of special weapons depends on the aircraft that carries it. All SP weapons are identical in terms of effectiveness and effects.

```
+++++  
BDSP (Bomblet Dispenser)                                SP001
```

Air to Air: NO
Air to Ground: YES
Tracking: YES
Damage Area: Straight
Damage: Light-Medium

Notes: The BDSP is a very useful weapon against ground targets moving in a straight line. This can be used for heavily concentrated enemy positions but those under its path will be the only destroyed.

Effectiveness: 3/5

```
+++++  
ECMP (Electronics Countermeasure Pod)                    SP002
```

Air to Air: YES
Air to Ground: YES
Tracking: NO
Damage Area: None
Damage: None

Notes: Though this defensive weapon looks like a missile, it is actually attached to the aircraft as auxiliary equipment. Deploying this SP weapon requires proper timing, otherwise it will be ineffective. Use this to disable the tracking capabilities of enemy missiles.

Effectiveness: 3/5

++++
FAEB (Fuel Air Explosive Bomb) SP003

Air to Air: NO
Air to Ground: YES
Tracking: NO
Damage Area: Large
Damage: Heavy

Notes: Only a handful of planes are capable of carrying out this devastating piece of explosive. The blast radius is really large and when dropped at a sufficient height and angle, this could take out an enemy position.

Effectiveness: 5/5

++++
GPB (Guided Penetration Bomb) SP004

Air to Air: NO
Air to Ground: YES
Tracking: YES
Damage Area: Small
Damage: Heavy

Notes: Known also as the Bunker Buster, this guided bomb locks on the target and glides towards it once released. It is very effective against heavily armored targets such as ships, heavy tanks, fortifications and structures.

Effectiveness: 4/5

++++
LAGM (Long Range Air-to-Ground Missile) SP005

Air to Air: NO
Air to Ground: YES
Tracking: YES
Damage Area: Average
Damage: Average

Notes: Though designed against ships, the LAGM is very effective against clustered ground targets. The medium blast radius is capable of destroying lightly armored targets within the area.

Effectiveness: 4/5

++++
LASM (Long Range Air-to-Surface Missile) SP006

Air to Air: NO
Air to Ground: YES
Tracking: YES
Damage Area: Small
Damage: Heavy

Notes: Effective against naval targets, this missile glides down and cruises to its target at low altitudes. Releasing this weapon above the target or with ground obstacles will cause it to miss the target.

Effectiveness: 3/5

++++
LWSM (Long Range Shock Wave Missile) SP007

Air to Air: YES
Air to Ground: YES
Tracking: YES
Damage Area: Very Large
Damage: Heavy

Notes: Undoubtedly the most powerful and destructive weapon in the game, this weapon releases a massive shockwave upon impact. The damage area is so great that you can wipeout an entire opposition with a well placed target in the middle. Since it only detonates upon impact and you can only use it twice, make sure you have a clean shot first to avoid trashing this weapon of mass destruction.

Effectiveness: 5/5

++++
NPB (Napalm Bomb) SP008

Air to Air: NO
Air to Ground: YES
Tracking: NO
Damage Area: Straight
Damage: Light-Medium

Notes: One of the weakest weapons in the game and the series, this fiery package can only damage anything on the straight line. Destruction of heavy armored targets is not guaranteed though. Just forget buying this junk and bring in a UGBL.

Effectiveness: 1/5

++++
QAAM (Quick Maneuver Air-to-Air Missile) SP009

Air to Air: YES
Air to Ground: NO
Tracking: YES
Damage Area: Small
Damage: Medium

Notes: This ACX version of the QAAM is trimmed down a lot compared to the "sure-hit, fire-and-forget" version of AC4. It can track down and hit targets on their 2, 4, 8 and 10 o'clock angles. Not to mention it is faster than conventional missiles or anti-air SP weapons.

Effectiveness: 4/5

++++
RCL (Rocket Launcher) SP010

Air to Air: YES
Air to Ground: YES
Tracking: NO
Damage Area: Small
Damage: Light

Notes: The RCL is the worst SP weapon in the game. When used, it can only release 6-8 unguided rockets, each one of them not even enough to destroy a light armored target. Another thing is that the rockets are scattered when fired, making them completely useless even against large, steady targets. Avoid buying this at all costs.

Effectiveness: 1/5

++++
SAAM (Semi-active Air-to-Air Missile) SP011

Air to Air: YES
Air to Ground: NO
Tracking: YES
Damage Area: Small
Damage: Medium

Notes: Once released, it is guaranteed to hit the target -as long as you keep the target within your targeting circle.

Effectiveness: 3/5

++++
SFFS (Self-Forging Fragments Submunitions) SP012

Air to Air: NO
Air to Ground: YES
Tracking: NO
Damage Area: small-large
Damage: light-medium

Notes: After releasing, this weapon releases a rain of shrapnel at target area. To increase the damage area, the pilot can drop the bomb at a high altitude. Scattering the shrapnel this way will increase the damage radius but will considerably decrease damage compared to a low level, concentrated drop.

Effectiveness: 2/5

++++
SOD (Standoff Dispenser) SP013

Air to Air: NO
Air to Ground: YES
Tracking: YES
Damage Area: Straight
Damage: Heavy

Notes: A bit more destructive than the BDSP, the SOD glides over the target before releasing its bomblets. As the description goes, it is effective against targets in a straight line.

Effectiveness: 3/5

++++
TLS (Tactical Laser System) SP014

Air to Air: YES
Air to Ground: YES
Tracking: NO
Damage Area: Small
Damage: Heavy

Notes: Exclusive only to the Falken, this advanced weapons system is capable of destroying any target, regardless of armor. And since there is no delay between firing and impact on the target, the laser is almost impossible to avoid.

Effectiveness: 5/5

++++
UGB (Unguided Bomb) SP015

Air to Air: NO
Air to Ground: YES
Tracking: NO
Damage Area: Medium
Damage: Medium

Notes: Just your average conventional bomb.

Effectiveness: 3/5

+++++
UGBL (Unguided Bomb [Large]) SP016

Air to Air: NO
Air to Ground: YES
Tracking: NO
Damage Area: Large
Damage: Heavy

Notes: Similar to the UGB but with larger blast radius and heavier damage.

Effectiveness: 4/5

+++++
XAGM (Advanced Air-to-Ground Missile) SP017

Air to Air: NO
Air to Ground: YES
Tracking: YES
Damage Area: Small
Damage: Medium

Notes: Multi-lock targeting allows pilots to lock-on and destroy up to four targets at a time. These missiles are highly accurate since they always land on the target from above.

Effectiveness: 4/5

+++++
XLAA (Advanced Long Range Air-to-Air Missile) SP018

Air to Air: YES
Air to Ground: NO
Tracking: YES
Damage Area: Small
Damage: Medium

Notes: Great for sniping out long range targets, it allows you to multi-lock up to four targets. Slower compared to conventional missiles, it is recommended to fire these pencils on the enemy's six or twelve.

Effectiveness: 4/5

+++++
XMAA (Advanced Middle Range Air-to-air Missile) SP019

Air to Air: YES
Air to Ground: NO
Tracking: YES
Damage Area: Small
Damage: Medium

Notes: Mid-range and multi-lock allows pilots to snipe incoming enemy formations at a favorable distance.

Effectiveness: 4/5

```
+-----+
|               P A R T S   I N D E X               |
+-----+
```

Below are the parts I have acquired on my playthrough so far. Refer to the legend to know what info I am still missing. Some parts may be available only in Multiplayer and so far, I don't know any other players that can play ACX in my area.

If you are willing to share some info I am missing, please email me so that I can update my faq as soon as possible. Your name will appear on my credits section as well. It is greatly appreciated.

Legend:

----- = Not Acquired

++ = Acquired but not noted from what mission

Engine:	Wing:	Armor:	Weapon:
Turbo	Adv Trimtab	Scale Armor	Destructive MSSL
Light	Extra Airbrake	CFRP Conversion	KEPS
Adv Turbo	Extra Ladder	Ceramic Armor	Long Range Gun
Caudal	Air Gripper	RAM Coat	Extra Hard Point
Minotaur	Extra V Canard	Beetle Armor	Extra Ammo
Bullet	Extra Elron	-----	Enhanced SHM++
-----	Extra Canard	Titanium Armor	Tracker MSSL
Scramjet	Thornback Fin	Light Armor	Scarface MBS
Hydra	Sylph Wing	Adv Titanium	Long Range MSSL
Mercury	Adv Actuator++	Diffusion Coat	Laser Extender
C-Cycle ++	-----	TiAl Armor	Destructive Bomb
-----	-----	-----	-----

Weapon:

Emergency APS

Raven

Terra Hammer

Hawk Eye

AMFD

Tracer

AAM Jammer

Fenrir ECMS

Earth Shaker

Sniper OS

Argus++

+-----+
| C R E D I T S |
+-----+

Thanks to the people behind Wikipedia for providing a very informative and helpful site. Kudos!

Thanks to the gamesites that generously host my works online.

To you for using this guide. I hope this helped you out a bit.

To my family and friends.

To the Lord, our God. :)

Copyright Vhayste®
All Rights Reserved 2007

This document is copyright vhayste and hosted by VGM with permission.