



## Ace Combat 6 Fires of Liberation Guide

Looking for your next big adrenalin fix? Then Namco-Bandai's *Ace Combat Fires of Liberation* will whet your appetite. However, it's not all fun and games in the air. With so many Estovokian aces trying to kill you, you'll need skill and luck to survive!

IGN is here to help you survive the initial onslaught of the Estovokian war machine and give you a few helpful tips to nab some Ace Points. This way, you can afford bigger and better planes as you play deeper into the game.

If you're looking for assault records and the mysteries behind your medals and ribbons, look no further, as our free guide will reveal how to get all of them. In addition to a general walkthrough, specific walkthroughs for some of the tougher medals are available.

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# Ace Combat 6 Fires of Liberation Flight School

## Flight Basics

Once you play through the game, more lessons in the tutorial are unlocked. If you are not familiar with the controls of a flight game, take the tutorial. It will give you all the instructions you need if you are using the standard controller for the game.

If you are instead using the limited edition Ace-Edge flightstick (by Hori) and simply lost the box, the instructions were printed on the back and are replicated here.



Controls for yawing are adjusted during the Normal and Novice mode -- if you like the *Afterburner* style feel of using a single stick to turn and roll, use the Novice mode. If you are using the flightstick, you may want to try the Normal controls (complicates the game immensely the first time).

The only other thing to know (aside from the auto-pilot and high-G turn), is that the controls for the flight stick are hardwired but the common controller can be modified.

Flight Options	
<b>X vs. Back Button</b>	Select the button you want to swap special weapons (between missiles and the SP weapon). The other button will now be the one to cycle through the map zooms.
<b>Yaw Control</b>	Normal controls let the triggers or bumpers control yaw; you can reverse the yawing controls but they are preset on the Ace-Edge. Yaw control on novice mode skips the yaw reverse scheme.
<b>Flight Control</b>	Reversing or not reversing the up/down direction of pitch. Take one you like and change it in mid-game on the pause menu if you made a mistake.
<b>Absolute Ceiling</b>	Unlike the SR-71A Blackbird or the U-2, all planes in the game have a low operational ceiling. When you climb to about 12,000 meters (approximately 40,000 feet), your plane will stall. The fall. Gee, that rhymes.
<b>Field Landing</b>	Landing on an airstrip or carrier can be skipped by pressing the <b>Start</b> button if you are using the Novice control option. However, if you are going after the Needles Eye medal, you need to slow your craft to 800 KPH (approximately 500 MPH) when nearing the runway. Just note that if you exceed speeds of 1200 KPH (approximately 745 MPH) you will need more than the length of the runway to come to a full and complete stop (it's generally at those times, you press the <b>Start</b> button and save yourself).
<b>non-SEGA Afterburner</b>	When the throttle is pushed to the maximum, most planes will engage the afterburner to show you it is now at maximum acceleration. There is no penalty for using afterburners; in <i>Ace Combat 6</i> , they are purely for show.
<b>Airbrake</b>	Hold the throttle down (or the thumb button on the throttle stick for Ace Edge) for the airbrakes. When you have afterburners on and the airbrakes engaged, you lose speed quickly, but can perform the High-G turn.
<b>The Otto Pilot</b>	Hold both yaw buttons (or the pinky trigger on the main stick for Ace Edge) to engage the autopilot. Autopilot corrects stalls and levels your plane out -- the only thing is that it is imperfect. The levelling out is within a +/- 3 degrees of correction; you may still gain or lose altitude slowly. While autopilot can correct big mistakes, small adjustments are up to human pilots to take on.

<b>Speed Gain</b>	When descending, your plane gains speed. When ascending, your plane loses speed. That in mind, you need to remember that fighting in 3D is different than fighting in 2D (i.e., every first person shooter). Always try to gain height on an enemy or target and then descend on them for a fast intercept. Similarly, if you think you are pursued and need to escape, use a shallow high speed climb (less than 15 degrees) to gain altitude and speed for the eventual High-G turn to escape the incoming missile. Knowing not only where you are but <u>how high you are off the ground</u> is important when dogfighting, otherwise, you may escape the enemy but slam Mother Earth.
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Difficulty Levels	
You can change difficulty levels during the campaign (enter options once you load your campaign); however, if you are attempting to get the medals for S-rank on some difficulty, you should not change the difficulty.	
<b>Easy</b>	This is the easiest setting. Apart from being able to take a significant amount of damage, your plane cannot crash into the ground (however, it takes scraping damage).
<b>Normal</b>	This is the default setting. It is recommended for players who have played videogames, but who may be new to flightsims or the <i>Ace Combat</i> series. Enemy missiles in this mode will do more damage and usually two will destroy most aircraft.
<b>Hard</b>	This difficulty is suited for players who are accustomed to the <i>Ace Combat</i> series. Enemy missiles do more damage than in Normal mode; generally, just one will destroy your aircraft. Additionally, your ammunition for the cannon will be limited, just like all your other weapons.
<b>Expert</b>	This difficulty is suited for players who are using the CFA-44 or are very good with their choice of aircraft. Enemy gunfire has a good chance fo destroying your aircraft -- not just enemy missiles. Your weapons will still have ammunition limits. An additional penalty applies to your plaine -- you may no longer repair your airplane via the return line or airbase, so try not to get hit.
<b>Ace</b>	This difficulty is only suited for players who are interested in unlocking the Ace of Aces difficulty. You have all the penalties from expert difficulty, enemy fire will be very damaging. Additionally, enemy missiles will be much more accurate.
<b>Ace of Aces</b>	At this point, you are the god of <i>Ace Combat 6</i> , and should instead, write your own guide for the game. You may submit your strategic and tactical point of view on <a href="#">IGN's FAQs site</a> . This mode is only available via download from Xbox Live's Marketplace (it's free for all users).

Assault Records	
There are 45 entries in the assault records (this is not the medal and decoration collection). These are short entries detailing the lives of soldiers you meet and defeat in battle. Assault records are only for purposes of collection and only shed a tiny bit into the game's story. They are otherwise optional, unless you want to collect the paint job for the aircraft.	
While some of the entries are easy to unlock (after pre-selected missions), the other entries are hard to find. For those hard to find entries, you need to play a mission (campaign or free mission) on Expert difficulty or higher, find the callsign within the mission, shoot him/her down, and then complete the stage.	
Repeat -- if you target an enemy plane and see a callsign on this list, that's your ace. Shoot him down for the entry!	
If for some reason you die and restart at a checkpoint when you did not shoot down the ace, you will need to down him/her again and complete the mission to save your progress. The easiest craft you want to do this with is the CFA-44 Nosferatu, which is unlocked by completing the campaign on Hard difficulty.	
<b>No.01 - Strigon Leader Victor Voychek</b>	On campaign clear - basically clear Mission 15, assault on Chandelier.
<b>No.02 - Strigon 3 Karlo Bogdanovich</b>	Mission 4, battle for Bartolomeo Fortress. Among the first of your records, look for the Strigon callsign and shoot the mo'fo down.
<b>No.03 - Strigon 4 Cvitko Dudic</b>	Mission 6, battle of Silvat. Look for the Strigon callsign during the battle and wax the sucker.
<b>No.04 - Strigon 5 Frederiko Jarni</b>	Mission 9, assault on the Aigaion. He's one of the Strigon planes that take off from the large cruiser.
<b>No.05 - Strigon 2 Darijo Kovac</b>	Mission 9, assault on the Aigaion. Another of the Strigon aces from the Aigaion.
<b>No.06 - Strigon 4 (new) Franz Leko</b>	Mission 11, battle for Moloch Desert. We don't remember fighting the Strigon here, but chances are they were among the many dead.
<b>No.07 - Strigon 5 (new) Nino Ljubek</b>	Mission 11, battle for Moloch Desert. See the above entry.

<b>No.08 - Strigon Leader (new) Ilya Pasternak</b>	Mission 13, retaking Gracemeria. This is the boss of mission 13, so you will get his record automatically.
<b>No.09 - Strigon 2 (new) Aleksai Cheshenko</b>	Mission 15, assault on Chandelier. He's one of the Strigon aces flying above the missile gun.
<b>No.10 - Strigon 3 (new) Yaroslav Deryagin</b>	Mission 15, assault on Chandelier. One of the last Strigon pilots flying defence. See above entry.
<b>No.11 - Strigon 10 (new) Stepan Feigin</b>	Mission 15, assault on Chandelier. Another Strigon pilot flying defence. See above entry.
<b>No.12 - Strigon 12 Toscha Mijisik</b>	Mission 15, assault on Chandelier. This lucky bastard gets the girl <i>and</i> survives the war. He's among the pilots guarding the Chandelier.
<b>No.13 - Pegas Lucijan Markovic</b>	Mission 1 Expert, defence of Gracemeria city. Appears with the Strigon squadron after initial wave of bombers. Spawn spot is determined by where your own plane is at the moment. Look for his call sign when you target enemy planes.
<b>No.14 - Edinorog Mihajlo Mesic</b>	Mission 2 Expert, defence of Vitoze City. Check the fighters near each bomber group.
<b>No.15 - Drakon Zoran Mikulanec</b>	Mission 3 Expert, battle of Sipli Field. Take note of a large EM bubble moving across the battlefield after some operations are completed; that's Drakon making a break for it.
<b>No.16 - Kentavr Ozren Milos</b>	Mission 4 Expert, battle for Bartolomeo Fortress. After the initial operations are cleared, start looking for the Kentavr callsign on the enemy planes that appear. With the ADMM on your CFA-44, finding this ace should be quick.
<b>No.17 - Oryol Dragnan Panadic</b>	Mission 5 Expert, landing at Anea Beach. After the initial operations are complete, check the area just east of the airport (hopefully, yours). He is mingling among the two enemy groups in the final phase of the mission.
<b>No.18 - Vega Irena Dvorik</b>	Mission 6 Expert, siege on Silvat. Look for her callsign among the enemy planes once the initial operations are cleared and the final phase of the mission begins. If you have difficulties, the ADMM generally solves your problems with identification.
<b>No.19 - Dzhoker Gunther Kleiber</b>	Mission 7 Expert, battle of Selumna Peak. Check the area near Operation A for a plane with his callsign; however, his spawn point may react to your point of insertion in the mission.
<b>No.20 - Rusalka Goran Rosandic</b>	Mission 8 Expert, battle for San Loma. After the initial operations are cleared, check the skies above the port city for this callsign.
<b>No.21 - Feniks Lorenz Riedel</b>	Mission 9 Expert, assault on the Aigaion. Once the Aigaion's engines are destroyed and you have to attack the cockpit, this callsign appears on the ventral side of the cruise missile ship. Be sure to get him first before taking out the giant ship, or you have to go through all the trouble once more.
<b>No.22 - Oblako Jakov Vabec</b>	Mission 10 Expert, assault on Ragno Fortress. This callsign appears over the fortress as a "decoy unit" once you hear the chatter on the radio (or the subtitles if you have them turned on). Isolate, simplify, and complete this callsign to add to your records.
<b>No.23 - Rytsary Adlalbert Radic</b>	Mission 11 Expert, battle for Moloch Desert. After the initial operations are over, start looking for this callsign among the targets you have. Depending on where you are when the second part of the mission starts, his spawn point may jump around.
<b>No.24 - Flyuger Miljan Zrinki</b>	Mission 12 Expert, canyon attack. After destroying the WMD chemical convoy, this callsign will be one of the many to pursue you. It's best to destroy this callsign before facing off the air battalion on the west edge of the map.
<b>No.25 - Valet Valeriy Nikitov</b>	Mission 13 Expert, retaking Gracemeria. During the initial operations, you may spot this callsign along the coast. Again, what you do during the mission will affect where you find your targets. The best solution -- shoot them all down and pick up the pieces later.
<b>No.26 - Dama Vaslev Raynek</b>	Mission 14 Expert, revenge of the cruise missile. Locate the EM bubble on the battlefield; this callsign tries to make a hasty exit north once the cruise missiles start coming in at a furious pace, so you need to down it quickly and head back to defend the capital city.
<b>No.27 - Korol Gustav Dvornik</b>	Mission 15 Expert, assault on Chandelier. This is one of the many enemy planes buzzing around the missile cannon. Interestingly enough, the ADMM will be able to find and destroy this guy if you just kill indiscriminately.
<b>No.28 - Warlock Gary Campbell</b>	Complete any operation that Warlock is involved in, otherwise, clearing mission 13 will unlock this entry.

<b>No.29 - Quox Anthony Doyle</b>	Complete any operation that Quox is involved in, otherwise, clearing mission 11 will unlock this entry.
<b>No.30 - Steel Gunners Bobby Fitzgerald</b>	Complete any operation that the Steel Gunners unit is involved in, otherwise, clearing mission 13 will unlock this entry.
<b>No.31 - Dragon Busters Andrew Gallagher</b>	Complete any operation that the Dragon Busters unit is involved in, otherwise, clearing mission 13 will unlock this entry.
<b>No.32 - Gavial Ed Alvarez</b>	Complete any operation that Gavial is involved in, otherwise, clearing mission 6 will unlock this entry.
<b>No.33 - Grizzly Jose Cesar Torres</b>	Complete any operation that the Grizzly unit is involved in, otherwise, clearing mission 6 will unlock this entry.
<b>No.34 - Barracuda Alan Buckman</b>	Complete any operation that the Barracuda unit is involved in, otherwise, clearing mission 6 will unlock this entry.
<b>No.35 - Windhover Daniel Pollini</b>	Complete any operation that Windhover is involved in, otherwise, clearing mission 6 will unlock this entry.
<b>No.36 - Avalanche Freddie Durand</b>	Complete any operation that Avalanche is involved in, otherwise, clearing mission 13 will unlock this entry.
<b>No.37 - SkyKid Steven McCarthy</b>	Complete any operation that SkyKid is involved in, otherwise, clearing mission 13 will unlock this entry.
<b>No.38 - Stingray Justin Suzuki</b>	Complete any operation that Stingray is involved in, otherwise, clearing mission 13 will unlock this entry.
<b>No.39 - Hammerhead Wayne O'neill</b>	Complete mission 11 for this entry.
<b>No.40 - Yellow Jacket  Richard Lee</b>	Complete mission 13 for this entry.
<b>No.41 - Snake Pit Guy Stewart</b>	Complete mission 11 for this entry.
<b>No.42 - Marigold Kenneth Jones</b>	Complete mission 13 for this entry.
<b>No.43 - Sherpa Ralph Walsh</b>	Complete mission 6 for this entry.
<b>No.44 - Garuda 2 Marcus Lambert</b>	Complete mission 15 (or the game) for this entry.
<b>No.45 - Garuda 1 Player One</b>	Unlock all other assault records for this entry.

<b>Medals and Ribbons</b>	
Medals and ribbons are collected as you meet certain requirements over the life time of your profile. You can earn these real (i.e., non-gamertag) achievements as you keep playing <i>Ace Combat 6</i> .	
<b>Bronze Ace</b>	Total 300 destroyed units in your career.
<b>Silver Ace</b>	Total 1500 destroyed units in your career.
<b>Gold Ace</b>	Total 3000 destroyed units in your career. This should be easy when you unlock the Nosferatu. Once you beat the hard campaign, the CFA44's ADMM will start boosting your kill score very quickly.
<b>Bronze Marksman</b>	Total 10 kills in the air with the machinegun.
<b>Silver Marksman</b>	Total 50 kills in the air with the machinegun.
<b>Gold Marksman</b>	Total 200 kills in the air with the machinegun. If you need slow moving aircraft to get your kills, try Missions 1 and 2 where you use a high-speed fighter to gun down the slow moving bombers. Alternately, use just the cannon on the cruise missile warheads in Mission 14.
<b>Needles' Eye</b>	Complete 10 landings on forwards airstrips. You cannot press the Start button for the easy landing sequence -- you must do the landing yourself. Note that only field airstrips count; if you go to a return line, your landing does not count.



<b>Night Owl</b>	Clear the campaign using only an "attacker" type plane (F117, A10, etc.). The difficulty must be at least on Normal. The best plane for this is the mid-level Tornado GR.4.
<b>Raging Falcon</b>	Clear the campaign using only a "fighter" type plane (CFA44, F22A, etc.). The difficulty must be at least on Normal. Unless you're new to the game of cheating your ass off, use the Nosferatu.
<b>Blazing Griffin</b>	Clear the campaign using only a "multirole" type plane (Tornado, Rafale, etc.). The difficulty must be at least on Normal. The best plane for this medal is the high-end Rafale M.
<b>Guardian</b>	Clear the campaign without your wingman (Garuda 2) dying. The difficulty must be at least on Normal. Unless you are trying not to succeed, there should be no problem getting this medal.
<b>Quicksilver</b>	Clear the campaign within 2 hours, 15 minutes. The difficulty must be at least on Normal. This means quickly clearing all operations and blasting the objectives quickly. The CFA44 is your best candidate, if the ADMMs are just a little slow. However, in the fight against Pasternak, the EML ends the battle in about 10 seconds.
<b>Sharpshooter</b>	Clear the campaign using only the machinegun. The difficulty must be at least on Normal. Since a plane's secondary weapons are not used, pick a plane with the best defence and performance. The F22A fits the bill for this one.
<b>Legendary Ace</b>	Clear the campaign without taking any damage; repairs to your plane does not erase the fact that you were damaged. Retrying from missions and checkpoints will be common if you are inept. The difficulty must be at least on Normal.
<b>Bronze Star</b>	Clear all missions on Normal with an S-ranking. You can do this in the free mission mode.
<b>Silver Star</b>	Clear all missions on Hard with an S-ranking. You can do this in the free mission mode.
<b>Gold Star</b>	Clear all missions on Expert with an S-ranking. You can do this in the free mission mode.
<b>Platinum Star</b>	Clear all missions on Ace with an S-ranking. You can do this in the free mission mode.

## Ace Combat 6 Fires of Liberation Air Stable

### The Hangar

Aircraft downloaded online may have completely different stats from the variants already embedded on your game disc. Just like the other variants/paint schemes, proficiency (or flight time) with each variant/paint scheme of plane needs to be accrued separately.



### F-16C Fighting Falcon - Available by default

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	99
XMA4	Air	Yes	Yes	No	40
UGB	Ground	No	No	Yes	30
RCL	Ground	No	No	Yes	20

**Fighter Type** - The F-16C Fighting Falcon is one of the most cost-effective light multirole fighters in real militaries. In *Ace Combat 6*, the machine is classified as a light anti-air fighter mode adept at cock punching enemy aircraft than executing surgical strikes against ground targets. Although its performance is basic, you can pretty much fight your way through the first few missions of the game using this simple machine.

**On Xbox Live** - This plane is by far the weakest vehicle you can rely on for multiplayer. It's weapons are weak and its performance will be outclassed by almost anything opponents usually choose. Unless there is an agreement to pilot low performance craft, or a particularly dedstructive version of the F-16C is available online, avoid the Fighting Falcon. If you must use it, take the XMA4.



### Mirage 2000-S - Complete Mission 4

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	110
LASM	Ground	Yes	No	Yes	15
XMA4	Air	Yes	Yes	No	44
GPB	Ground	Yes	No	No	20
SFFS	Ground	No	No	Yes	12

**Multirole Type** - A French design, inherently unstable, allowing for great acrobatics in the hands of the skilled. The SFFS weapon is an early tank brigade killer, until you can afford a better plane. However, between the SFFS and the FAE on the A-10, the A-10 may be a better deal.

**On Xbox Live** - This plane is just like the F-16C but has slightly different weapons. Again, you only face enemy planes in Team Battle, etc., so take the XMA4. In the co-operative missions, the SFFS gives the Mirage a working excuse against some of the minor enemies.



**A-10A Thunderbolt 2 - Complete Mission 4**

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	200
RCL	Ground	No	No	Yes	25
FAEB	Ground	Yes	No	Yes	25
XAGM	Ground	Yes	Yes	No	56

**Attacker Type** - The low flying, slow moving A-10 is the mainstay of the U.S. Army for low to mid intensity ground support. Although easily downed by SAMs and AA fire, the Warthog's nickname is well deserved, The FAEB weapon is especially handy when you have a cluster of enemy ground units you want to wipe off the planet; however, it is in air combat where the plane shows its great vulnerability to being killed by nimble adversaries..

**On Xbox Live** - This plane is slow, but nice for the co-operative missions, but against other players, it will be a fat juicy target. The FAEB is the weapon of choice for co-op missions.





### Tornado GR.4 - Complete Mission 5

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	150
BDSP	Ground	No	No	Yes	25
LASM	Ground	Yes	No	Yes	20
ECMP	n/a	n/a	n/a	n/a	20

**Attacker Type** - The Tornado was the brainchild of the E.U. at the height of the Cold War. As the world situation changed, the craft changed with it. The GR.4 is a later model of the Tornado, given over to ground attack and electronic countermeasures. IGN recommends you buy another plane unless you are going for the Night Owl medal, which forces you to use only "Attacker" type planes. Of all three attacker planes, the GR.4 is the best of the bunch.

**On Xbox Live** - The Tornado's ECMP is its only whatchamacallit it brings to the air. If want the ECMP, you may as well use the CFA-44 or the F/A-18 since they have better performance. The Tornado's lack of speed is not as apparent in smaller arenas, like the canyon stage.



### F/A-18 Super Hornet - Complete Mission 6

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	140
SAAM	Air	Yes	No	No	18
SOD	Ground	Yes	No	Yes	15
XAGM	Ground	Yes	Yes	No	32
ECMP	n/a	n/a	n/a	n/a	20

**Multirole Type** - The original F-18 was to replace the already aging F-14 and was to serve as a much more cost-effective carrier craft. The Super Hornet is the end result of years of defence cuts that forced the military to refine an existing weapon to catch up with the times. The robustness of the F-18 is a testament to its variability. While it carries more XAGMs than the A-10, buying a new plane for just that weapon is not cost-effective. This craft's other claim to fame would be the first one to use the SOD weapon you will get very familiar with.

**On Xbox Live** - This is a good plane for the co-op missions, but only brings the ECMP or SAAM to the team battles. The SAAM is pretty slow in the fast and furious online battles; enemy players are generally smarter than computer pilots. When you fire the SAAM, don't expect enemy pilots to remain still like in the campaign mode (unless they are engaged in battle already).



#### F-2A Viper Zero - Complete Mission 6

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	110
LASM	Ground	Yes	No	Yes	28
QAAM	Air	Yes	No	No	20
XMA4	Air	Yes	Yes	No	52
UGB	Ground	No	No	Yes	40

**Multirole Type** - A version of the F-16 designed for export, it has come to be recognized as a capable light multirole fighter (unless you are flying it in *Over G Fighters*). The F-2A is basically an improved F-16 in *Ace Combat 6* with a more ground support capable role. The QAAM special weapon helps in dog fights with the Strigon Squadron, but its inherent stability starts to cut into an ace pilot's agility with his plane.

**On Xbox Live** - Basically an F-16C with the QAAM. If you want to fly something like the F-16C, take this craft. The QAAM is fairly deadly when doubled up on a single enemy. The F2A's performance is middle of the road and can be easily trumped by more powerful craft.



### F-14D Super Tomcat - Complete Mission 6

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	150
XLAA	Air	Yes	Yes	No	40
SAAM	Air	Yes	No	No	25
GPB	Ground	Yes	No	No	30

**Fighter Type** - Made famous by the movie *Top Gun*, the F-14 was the USN's premier naval attack craft during the 1970s and 80s. Its outdated electronics and frame are now obsolete and all craft have since been withdrawn from service. In the fictional *Ace Combat 6*, the F-14 rules the skies once more as an aggressive air to air combatant. One of two planes with the XLAA weapon, the F-14 can track targets further than less powerful planes, so long distance attacks are key with the Tomcat. If expecting to fight up close, the SAAM or the general missiles are your only choice.

**On Xbox Live** - Tom Cruise's "Tomcat" has the minimum requirement for the XLAA. If you just enjoy high-5-ing other men in locker rooms while nekkid, then this plane is your choice. The XLAA is a missile spammer's choice (the ADMM is not available for online play). While it fires less missiles than the XMA6, the longer range allows an XLAA plane to get in its licks during Team Battles.



### Su 33 Flanker - Complete Mission 8

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	160
QAAM	Air	Yes	No	No	25
XMA4	Air	Yes	Yes	No	56
RCL	Ground	No	No	Yes	30

**Fighter Type** - Designed to be the Tomcat's and Hornet's direct antagonist, the Flanker is unstable and its performance can outstrip its aerodynamic stability. In the hands of the skilled, such instability have allowed skilled pilots to pull off impossible high-G acrobatics; however, the weapons on the Flanker are mediocre and more suited for one on one air engagements at close range and not other mission types.

**On Xbox Live** - The Flanker's mediocre weapons set is disappointing. The QAAM is its main hitting power in Live -- the XMA4 is inferior compared to the XMA6 systems, but both are reliable enough to make the Flanker a tenacious team attacker without resorting to the *El Cheap-O* Raptor. Just remember -- Russian equipment is sometimes best.



#### F-15E Strike Eagle - Complete Mission 9

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	180
XMA6	Air	Yes	Yes	No	60
UGB	Ground	No	No	Yes	60
SFFS	Ground	No	No	Yes	30
XAGM	Ground	Yes	Yes	No	64

**Multirole Type** - The F-15 Eagle was the West's predominant air superiority fighter in the 1980s. With the expensive development of the F-111 Aardvaark, an immediate solution to provide a craft capable of low level ground interdiction was required, and the F-15E fits that role very well. The choice of the XMA6 quite simply makes the F-15E a good interim plane to buoy Garuda team until the F22A is unlocked. Use the XAGM or SFFS for ground targets and the XMA6 for "everything else".

**On Xbox Live** - This plane has the XMA6, but cannot carry enough rounds to out shoot the Raptor. However, its main weakness is its inability to turn well, letting enemies with more agile planes get in close and missile your ass. In missions where you simply make straight line passes (like in the canyon stage), the Strike Eagle will suffice. Just watch that turning circle.



#### Rafale M - Complete Mission 9

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	160
SOD	Ground	Yes	No	Yes	40
SAAM	Air	Yes	No	No	35
XMA6	Air	Yes	Yes	No	54
LASM	Ground	Yes	No	Yes	40

**Multirole Type** - A French equivalent of the F16 multirole craft, the Rafale M is significantly more advanced. In this game *Ace Combat 6*, the Rafale and Strike Eagle are comparable, but with slightly different performance -- the Rafale has more agility but carries less ammunition for some weapons. Overall, the Rafale is a better pick, if you must choose between the two. When going for the Blazing Griffin medal, the Rafale is your best choice, since it can dogfight the Estovakian drones and Strigon Flankers and come out alive.

**On Xbox Live** - The Rafale M is a good plane with a variety of weapons for all online missions. Its weakness stems from a slightly average performance and a greater weakness in defence. This means enemies coming at you with guns blazing (there is always infinite ammo for online missions), you cannot withstand being in front of an enemy plane for too long.





#### F-117A Nighthawk - Complete Mission 10

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	130
GPB	Ground	Yes	No	No	65
QAAM	Air	Yes	No	No	15
LASM	Ground	Yes	No	Yes	35

**Attacker Type** - A second generation stealth plane, the Nighthawk was made famous during Operation Desert Storm, when it made night sorties against various enemy installations and ground units, resulting in an easy victory for ground troops. In the game *Ace Combat 6*, the craft is mostly an enhanced version of the A-10 but without the mass strike ability. Although it has more ammo in terms of special weapons, the precise nature of its weapons make it unsuitable for devastating attacks against enemy formations. Note, this plane does not have afterburners, so its top speed is very low compared to other aircraft.

**On Xbox Live** - This plane is slow and steady. It lacks maneuverability and has its strongest weapon (QAAM) limited to about a dozen good shots. Although it's fun to use in co-op missions, the Nighthawk is a poor plane of choice in terms of combat play.



### Typhoon - Complete Mission 12

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	230
XLAA	Air	Yes	Yes	No	48
XMA6	Air	Yes	Yes	No	66
RCL	Ground	No	No	Yes	32

**Fighter Type** - The E.U.'s first generation 21st century fighter, the Typhoon takes many of the Tornado's qualities and presents them in an upgraded weapons platform. This version of the Typhoon is designed primarily for air to air engagements, as reflected by its load out. While it carries a little more ammo for its weapons than the game's F-14, for that amount of money, there are better planes to add to your stable. It's one saving grace is the XLAA. Between this plane and the F22A, both are equal. However, since they are both "fighter" planes, the game-breaking Nosferatu will get your Raging Falcon medal without breaking a sweat.

**On Xbox Live** - The Typhoon will make its appearance some times in Xbox Live. The XLAA is devastating to groups of planes in Team Battle. A Typhoon can stand-off and hose the enemy team while its stable mates get in close to attack with QAAM and XMA6 weapons. An ideal party would be a mixed group of Typhoons and Raptors, armed with XLAA, XMA6, and QAAM.



### Su 47 Berkut - Complete Mission 13

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	270
QAAM	Air	Yes	No	No	40
SAAM	Air	Yes	No	No	40
UGB	Ground	No	No	Yes	70

**Fighter Type** - Russia's newest fighter, conceived towards the end of the Soviet era. The Berkut is predominantly a high altitude air interceptor, possibly designed to destroy the B-2 or similar high-altitude craft with the minimum of fuss. In the game, the Berkut's weapons are limited to the air engagement. When fighting ground targets, the UGB is your only choice. When compared to the F-22, the Berkut's SAAM weapon is more suited for online play, since the Berkut's SAAM is tuned to one on one engagements.

**On Xbox Live** - The Berkut is a SAAM and QAAM sniper specialist. It is slightly less capable in performance when compared to the Raptor, but the berkut is a powerful one-on-one contender even in a beginner's hands. Its weaknesses are only apparent when compared to the Raptor, and when it needs to send out homing attacks against ground targets. Skilled Berkut pilots are a joy to watch and a bitch to fight against.



**F-22A Raptor - Complete Mission 13**

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	250
XMA6	Air	Yes	Yes	No	72
QAAM	Air	Yes	No	No	40
SOD	Ground	Yes	No	Yes	55

**Fighter Type** - The USAF's second generation stealth interceptor, complete with internal weapon bays to better hide the craft from all manner of IR and electronic detection. The Raptor (and its SOD) is possibly the best answer to your problems on Hard difficulty (when attempting to unlock the final plane). However, the stability of the craft cuts into its mobility, and except in the most ideal of circumstances, some ground assaults will seem to take forever as you wait for your SOD to recharge.

**On Xbox Live** - The default plane for most pilots once they clear the campaign. The Raptor's XMA6 is the most common (default) plane you will find in online games. The Raptor is the top of the line craft (it has some performance stats that exceed the Nosferatu) and is generally the toughest plane available. If you can hold off a hoard of Raptors online, you will pretty be unstoppable.





**CFA-44 Nosferatu - Complete Campaign on Hard**

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	No	No	300
ADMM	All purpose	Yes	Yes	No	18
EML	All purpose	No	No	No	24
ECMP	n/a	n/a	n/a	n/a	36

**Fighter Type** - Namco-Bandai's super plane -- not to be confused with Studio Nue's Valkyrie Type 0. The Nosferatu uses pod technology, which means all of its special weapons need a short time to deploy in combat. However, the sheer firepower of the weapons more than makes up for its lack of stability and mediocre defence. The ADMM actually has 216 missiles, but it fires them in batches of 12 (hence 18 times 12). Its engagement range is approximately that of the XLAA. The EML is a long range anti-boss weapon; since there is almost no lead time with that weapon, all you do is aim your plane on the target and fire. Clearly, this is the ultimate aircraft.

**On Xbox Live** - The Nosferatu is less spectacular online. First off, the plane and weapon selection you have means almost everyone will gun you down. Secondly, the EML weapon is unguided (although its range is long) using it is pretty much asking to die in an Live match as your enemies afterburn-rush and missile spam you. It's far better to use the Nosferatu in a single engagement, or better yet, as the Strigon killer in the co-op missions. For the co-operative multiplayer missions, one player should take the Nosferatu to quickly deal death to the Strigon planes before they start attacking your allies. Other players can take the XMA6, SOD or other weapons to deal with the ships and other enemies.



**VF-1S Strike Valkyrie - Not in this game**

Weapon System	Legal Targets	Homing	Multi-tracking	Area Effect	Ammo Stock
Missiles	All purpose	Yes	Yes	No	750
Heavy Missiles	All purpose	Yes	Yes	Yes	36
Reaction Missiles	All purpose	Yes	No	Yes	32
Beam Rifle	All purpose	No	No	No	30

**Variable Fighter Type** - Bandai and SEGA published this baby (SEGA-AM2 was the developer) in 2003 for the Playstation 2. When you're caught in a flat spin trying to down some agile missile drone with crappy missiles, remember that the VF-1 rocks -- these other planes do not -- too bad you can't play it -- HAH!

<b>Aircraft Statistics</b>	
Each aircraft have six categories of performance. While the ideal plane would have the whole pie-chart filled out in white, that's not the reality you're working with. Here are what each of the statistics mean.	
<b>Defence</b>	This is the plane's inherent hit points. Although all pain schemes across all planes share the same attributes, some online downloads will modify the default stats. Basically, the higher this is, the more hits you can sustain. Note that on Expert or Ace, one missile will usually destroy a plane regardless of how much defense it has.
<b>Mobility</b>	This is how maneuverable a plane is. Generally increases in proportion to its inherent speed. Some planes however (i.e., F-15 Strike Eagle) are speed demons focusing purely in straight line performance and cannot maneuver well. As you go into the later stages, you will want a plane with good maneuverability, since that is the key attribute in a dogfight. If your plane lacks this attribute, you will be relegated to using jousting or lancing attacks instead of trying to out-circle some fast target.
<b>Speed</b>	Speed - This is how fast your plane travels. High speed means you get across those big ass maps (no relation to Big Ass Ham) faster. Speed means you can cover more operations provided you bring the firepower with you. Although speed isn't everything, having more doesn't hurt, especially if you can out-run enemy planes so they cannot fire missiles at you.
<b>Stability</b>	This is how stable a plane is when it yaws, pitches, and turns. Low stability means you need to have a firmer touch with the stick. High stability means your plane stops adjusting its direction once the steering stick is left alone. Helpful in bombing runs (with unguided ordnance) but most weapons are homing anyway, so this attribute is not as important.
<b>Air-to-Air</b>	This is the availability of weapons to deal with air threats. Although a plane with nothing but air only weapons can attack ground targets with general ShoRan missiles, the anti-ground capability is eroded with only those piss ant warheads.
<b>Air-to-Ground</b>	This is the availability of weapons to deal with ground threats. Although a plane with nothing but ground only weapons can attack air targets with general ShoRan missiles, the anti-air capability is eroded with only those piss ant warheads.

<b>Weapons &amp; SP Weapons</b>	
All planes come with a limited (but plentiful) number of ShoRan missiles and a machinegun (or cannon). The cannon's ammo depends on your difficulty level. On normal and easy, you have infinite gun ammo. On hard, expert, and ace, you have limited gun ammo.	
Each aircraft can load one special weapon. Special weapons -- like the ShoRan missiles each plane comes with -- are limited in their capacity but may be refilled by landing on an airstrip or by going back to the return line. Special weapons are what make or break each aircraft (apart from performance).	
<b>XAGM</b>	This is the standard ATS (air-to-surface) homing missile equipped on the Warthog and other ground attack craft. It is otherwise similar to the XMA4 for the F16 Fighting Falcon. Although it's fine in theory, ground targets are generally clustered together in a way inviting to be wiped out utterly by a mass kill warhead, making surgical strikes are hence pointless. Still, when you have nothing to start with in a New Game, beggars cannot be choosers.
<b>XLAA</b>	Only two planes have this weapon, and they are both eclipsed quickly when you unlock superplane (CFA44). If you need the long range touch during that time, go right ahead and buy a plane with this weapon; otherwise, leave it alone.
<b>XMA4</b>	The standard medium range plane killer is your first SP weapon. It occurs on other planes and gets upgraded later to fire 6 missiles (see below). It's otherwise a take or leave it option. In air combats, the XMA4 will blast most planes on normal, but unlike the pod based ADMM, it cannot lock-on multiple times to the same target.
<b>XMA6</b>	The medium range plane killer upgraded to track two more targets. Otherwise, it is exactly the same as the XMA4.
<b>ADMM</b>	Only the Nosferatu has this weapon. It is a general purpose game breaker; the missiles target any target and can do so up to 11 more times (unless there are more than 12 targets on the screen). The pod carries 216 missiles, but fire them in packs of 12. If you remember the LRM-12 from FASA's Battletech, you have your answer!
<b>BDSP</b>	This is an unguided version of the SOD. However, you won't have much of a choice in using it until you go for the Night Owl medal. Basically, you drop the bombs between the two horizontal bars; the faster you go, the more the bars are squeezed (logically, more dispersal) and the harder it is to get your targets in the attack window.
<b>Gun Cannon</b>	The machinegun in the records refers to your plane's cannon. On easy and normal, the cannon has infinite ammo, giving you an excellent free kill weapon. On hard and above, the cannon will hold 800 rounds of ammo, which generally gets you through most missions unless you are completely dependent on the cannon as your weapon.



<b>ECMP</b>	This is a defensive weapon that breaks all missile lock-on when activated. If enemy missiles are locked on after using this device, the missiles still track you. This weapon is great if you have trouble with the Aigaion in Mission 9 or the air battalion in Mission 12.
<b>EML</b>	The second Nosferatu only weapon, this is the boss killing weapon. Since the shots are near instantaneous, you simply point and shoot the target box and watch the "destroyed" message pop up with each press of the secondary weapons button.
<b>FAEB</b>	The A-10A is the only carrier for this weapon. Basically a big guided bomb, the FAE is great for destroying masses of enemies on the ground. However, the plane it is attached to in the game is completely inadequate for harder difficulties or stages.
<b>GPB</b>	A single target homing land missile. Basically this is treated as the ShoRan missile but for ground targets only. While you can carry many of them, why don't you just mass kill with FAEs and SODs? In cases of the Quick Silver medal, planes with GPB may be helpful if you don't want to spend time to rearm at an airstrip or return line.
<b>QAAM</b>	Where the general missiles fire and miss, the QAAM can make the tight turns you'd thought impossible; if an enemy is locked-on and flies behind you, the QAAM will make the effort to U-turn and blow him up. Unlike the SAAM, the QAAM is automatic, but you often only get about half the ammunition.
<b>RCL</b>	A dumbfire saturation weapon, the RCL is your first anti-ground weapon in Mission 3 Sipli Fields. Learn to waggle your plane when using this weapon, or you can simply opt for a more destructive air weapon and use your general missiles for ground targets.
<b>SFFS</b>	Another dumbfire spreadbomb like the BDSP, but far more destructive. The sideways spread of the SFFS is about as destructive as the FAEB but requires more skill. This or the SOD for Mission 15 will devastate the ground targets around the missile gun.
<b>SAAM</b>	This missile is the "sniper missile" and lets you sit back while you slow your plane down to get more time for the missile to chase down the enemy plane. The down side of this missile, apart from the relatively low ammo count, is that you have to maintain a target in constant sight of your HUD. If a plane zooms past you or you lose your lock-on while the missile is in flight, your missile will miss completely.
<b>ShoRan Missile</b>	Also "general missile". Not a special weapon, but the general purpose short-ranged missiles every plane has 99 (or more) of in Ace Combat 6. These missiles have the shortest range of any weapon (apart from the cannon) and are easily evaded unless attacking from behind and no evasive maneuvers are used.
<b>SOD</b>	This is a homing spread bomb for ground targets. Basically, it homes in on the locked-on sucker and then drops a line of explosives in the direction the missile travelled. The SOD can damage rows of enemies, like the cooling units of the Chandelier, and can even kill enemy ships if attacking from the stern or bow.
<b>UGB</b>	The poor man's version of the BDSP but fires four explosives at a time. The benefit of four bombs sometimes offsets the lack of guidance and when something isn't moving, the UGB has more than enough ammo to take care of motionless targets.

## Ace Combat 6 Fires of Liberation Walkthrough

<a href="#">1 - Invasion of Gracemeria</a>	<a href="#">2 - Vitoze Air Defence</a>	<a href="#">3 - Sipli Fields</a>
<a href="#">4 - Bartelomeo Fortress</a>	<a href="#">5 - Anea Landing / Kjera Oil Field</a>	<a href="#">6 - Siege on Silvat</a>
<a href="#">7 - Selumna Peak</a>	<a href="#">8 - San Loma Assault</a>	<a href="#">9 - Command Cruiser Aigaion</a>
<a href="#">10 - Ragno Fortress</a>	<a href="#">11 - Moloch Desert</a>	<a href="#">12 - WMD Convoy</a>
<a href="#">13 - Liberation of Gracemeria</a>	<a href="#">14 - Capital Patrol</a>	<a href="#">15 - Chandelier</a>

### 1 - Invasion of Gracemeria - *Through the Heart of a Nation*

#### **Summary**

**Return Line** - None.

**Forward Airstrip** - None.

**Starting Point** - No choice.

**First phase** - Slow moving bombers are your priority targets. Light fighter coverage comes from various low performance fighters shooting general service missiles.

**Second phase** - Unmanned drones and the enemy Strigon squadron will spawn near your position. Although the drones are very agile and the Strigon planes are tough and maneuverable, your bigger threat comes from the incoming cruise missiles that are fired off the battlemap. Once the order comes in, escape to the west edge of the map.



### **Initial Walkthrough**

Since you don't have any other planes (or missions to earn money with), you only have the trusty (and *le crap*) F-16C Fighting Falcon to start with. You won't have access to any other SP Weapon either, so buckle up and take the XMA4 along.

Keep the wingman close by and have him attack only if you are sure of your ability to fly without cover. Although timid, the wingman will immediately react if your HUD has a missile or lock-on warning and you ask him to give cover (tap D-pad down).



Keep an eye on King's Bridge (above image). Use it as a landmark when you wipe out most of the targets and are looking for more. The bridge connects the capital at the delta and is the easiest landmark when you are flying low-level.

Eyeball the red priority targets and destroy them before they escape the map. Since they are so slow, your aircraft should have little trouble destroying them. Once all the bombers are down, start flying west. When the retreat order is given, cross over the return line and end the mission.

SP Game on Hard
Assuming you went through a few more missions and amassed enough cash to buy what ever plane you want from the 14 available planes, you can take the Typhoon or Raptor (either plane is good but the F-22 has the SOD instead of the spray 'n pray RCL ) and use their XMA6 to down more enemies quickly. On hard, you learn to do the operations quickly, to avoid being shot down!
SP Game on Expert/Ace/Raging Eagle
By now, you should have the CFA44, so there's no excuse not to use it. Run through several more missions on Normal or sell all your other aircraft and weapons to buy the CFA44 once you have it. With it, the Expert and Ace modes are very easy until you get to something like mission 8 or 9.
The ace <b>PEGAS</b> appears over the central bay (just north of King's Bridge) along with the Strigon squadron once all the initial bombers are downed. If you make a habit of firing indiscriminately on locked-on targets with the ADMM pod, you pretty much can nuke the ace or reduce enough of the enemies buzzing around so you can target and locate the S.O.B. when you target him (the callsign appears on the target if you have him targetted). Remember that you may need to climb to a height of 12,000 meters
SP Game for Night Owl
Your choice of attacker can be the Nighthawk (the QAAM helps but the lack of speed does not) or better yet, the Torndao GR.4. Overall the Tornado's speed and better mobility make it a better choice. You should not have troubles here.
SP Game for Blazing Griffin
Any mutlirole plane will do, but the Rafale M or the mid-level F2A will serve well. Overall, the Rafale M is the only plane you'll need for the pursuit of this medal. Take the XMA6 and blast 'em.

1 - Invasion of Gracemeria	2 - Vitoze Air Defence	3 - Sipli Fields
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10 - Ragno Fortress	11 - Moloch Desert	12 - WMD Convoy
13 - Liberation of Gracemeria	14 - Capital Patrol	15 - Chandelier

## 2 - Vitoze Aerial Defence - *On the Brink*

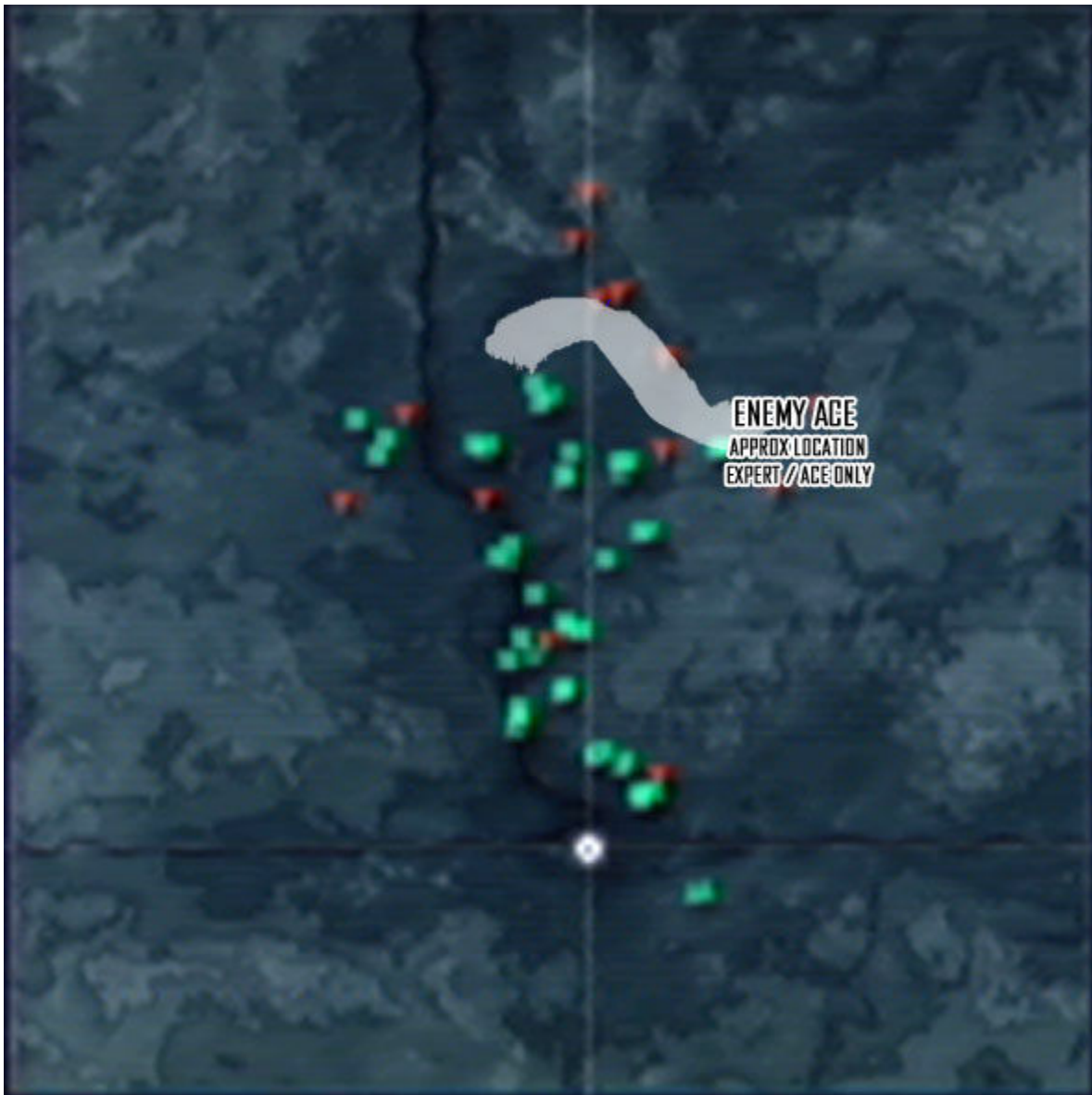
### **Summary**

**Return Line** - South map edge

**Forward Airstrip** - None.

**Starting Point** - No choice.

**First phase** - Four waves of slow moving bombers are your priority targets. They appear from the northeast, the west, northwest and north. If the bombers approach the southern return line, you fail. Medium fighter coverage comes from various mid-performance fighters shooting general service missiles. A lot of ground needs to be covered, and the initial attempt at this mission will be the hardest.



### **Initial Walkthrough**

You will only have the F-16C Fighting Falcon with you the first time. You can stay with the same weapon (XMA4) and take off. The bombers appear on the west, north and east sides, so you need to compel yourself to avoid fighting the enemies in the south and try to stop or destroy all the planes as they come towards the middle.

You will find your wingman not so helpful unless he is covering or following you; he will shoot at the same plane or target you are, provided he is in formation. Save your XMA4s for the plodding enemy bombers and rely on your ShoRan missiles for the enemy fighters for now.





(ABOVE LEFT) Use the return line to get back to base. Return lines do not count for field landings (for the ribbon).  
 (ABOVE RIGHT) Most of your combat will be in the sky, with little obstruction.

If you are having a tough time dogfighting (the F-16 has bad performance in this game), use your XMA4s early and the missiles or cannon on the bombers; with this method however, know that more enemies respawn until all the bombers are destroyed. Once the final (ninth or tenth) bomber is destroyed, you clear the mission.

<b>SP Game on Hard</b>
The Raptor's or the Typhoon's XMA6 handles this mission well. Their inherently greater speed will let you meet and greet the bombers earlier than with the paltry Falcon. Just remember to focus on the bombers and ignore the fighters if you just want to clear the mission quickly.
<b>SP Game on Expert/Ace/Raging Eagle</b>
The CFA44 makes short work of this mission, and the speed of the craft takes you there even faster. Under no circumstances should you fail on this mission if you are not taking the CFA44 and its game wrecking missile pod.  The enemy ace <b>EDINOROG</b> will be flying escort with one of the bomber groups (ahead of them). With the ADMM's indiscriminate targeting program, you will be able to see the name when the tracking bubble tags him. If you are too paranoid to trust IGN, you can also start hunting down any F-16C that has more info junk on their reticle.
<b>SP Game for Night Owl</b>
Your choice of attacker should be the Tornadao GR.4. The Tornado's speed and better mobility make it your only choice at this point forward. Use the missiles and take the chance to use the ECMP if you haven't yet.
<b>SP Game for Blazing Griffin</b>
Any mutlirole plane will do, but the Rafale M outshines them all in performance. Take the XMA6 and blast 'em. After this, just 13 more stages for the win.

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<a href="#">13 - Liberation of Gracemeria</a>	<a href="#">14 - Capital Patrol</a>	<a href="#">15 - Chandelier</a>

### 3 - Sipli Fields - *Fortunes of War*

#### Summary

**Return Line** - South map edge

**Forward Airstrip** - None.

**Starting Point** - 3 spots, all are pretty much the same.

**First phase** - Complete 2 out of 3 operations.

- Operation A - Warlock - Anti-ground sortie. Most forces are across the bridge until you destroy some and spawn more. Since everything is bunched up across the river, practice stereotyping and kill them all.
- Operation B - Quox - Anti-ground sortie on the side. Since everything is bunched up across the river, practice stereotyping and kill them all.
- Operation C - Steel Gunners - Anti-ground sortie. Destroying all the enemies before they cross the bridge nets an invisible score bonus (on the mission tally screen). Generally following orders and coming to distress points (except mission 11) will reward you with better performance.

**Second phase** - After meeting the quota, clear out the enemy's main group.



### **Initial Walkthrough**

You will only have the F-16C Fighting Falcon with you the first time. This time, you will need to change your SP weapon to the RCL. If you don't want to spend the money, you can take the time and use your general missiles to destroy enemy ground targets, but this will take some time to do.



(ABOVE LEFT) Enemy units crossing over the bridge go in single file; use the cannon if you want to be cheap.  
(ABOVE RIGHT) The second bridge spanning the river.

Try to saturate the impact area of the RCL by wagging the yaw of your plane. Once the SP weapon is exhausted, use up

the missiles until you meet the operation quota. Head south to the return line (no limit) and recharge your SP weapons and get damage repaired. Fly back out, use the remaining ammo to hose the central enemy group and you should be done.

SP Game on Hard
<p>The Raptor's SOD handles this mission fairly well, even if the enemy missiles are a bit close this time. The Typhoon's RCL is a big throwback to the first time and you should never fly low and slow unless you absolutely need to on Hard.</p> <p>Strangely enough, if you are going for efficiency, the Berkut's ample 70 bomb capacity can let you clear this mission without heading back for reloads. Then again, all that time means you are exposed more to enemy fire.</p>
SP Game on Expert/Ace/Raging Eagle
<p>The CFA44 makes short work of this mission if you learn to switch weapons to re-attain your lock-on status. The ADMM's lock-on is finicky when it comes to deciding what you want destroyed and what to ignore. The best thing to do is centralize all the red priorities on your reticule, swap weapons and re-acquire. once all the bips are on the targets, fire and watch the targets go kablooeey.</p> <p>The ace <b>DRAGON</b> will appear as a very distinctive EM bubble on the battle map once the quota (or one operation) is fulfilled. Check your map as you play through the mission. He flees from the battlefield once he spawns, so you need to chase him down and blast him before he leaves.</p>
SP Game for Night Owl
<p>Your choice of attacker should be the Torndao GR.4. The Tornado's BDSP is like the SOD, but unguided, so you have some practice making runs on unmoving targets. Like the SOD, the line of destruction is parallel to your path of travel, so aim carefully and gauge your speed. Going too fast disperses the explosions and some targets may survive between the blasts.</p>
SP Game for Blazing Griffin
<p>The Rafale's SOD is the same as the Raptor's, so play it like Hard, except you can get this medal on Normal. If you are feeling the need to deliver precision where none need exist, you can always resort to the Strike Eagle's XAGM for a change of destruction.</p>

1 - Invasion of Gracemeria	2 - Vitoze Air Defence	3 - Sipli Fields
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7 - Selumna Peak	8 - San Loma Assault	9 - Command Cruiser Aigaion
10 - Ragno Fortress	11 - Moloch Desert	12 - WMD Convoy
13 - Liberation of Gracemeria	14 - Capital Patrol	15 - Chandelier

#### 4 - Bartolomeo Fortress - *Echoes of Battle*

##### Summary

**Return Line** - South map edge

**Forward Airstrip** - None.

**Starting Point** - 3 spots. In the south, the west, and the east. Take the east or west point to support the ground battalions; you can get to Snake Pit easily when criss-crossing the map.

**First phase** - Complete 2 out of 3 operations.

- Operation A - Warlock - Anti-ground sortie. Unlike last mission, you will need to destroy the enemies at the bases and the armored trains, or they will destroy all the battalion's tanks. More enemies appear once the first wave of the operation are destroyed, so chop-chop.
- Operation B - Quox - Anti-ground sortie. Like operation A, this unit will run into heavy resistance and will be wiped out unless you destroy their opponents. No armored trains, but there are more artillery on this side of the map. Take your poison and be quick about it.
- Operation C - Snake Pit - Anti-air sortie. Planes will buzz around the AWACS and will be hard to take down without some more advanced planes (start with the F2A and move down the list). Not a recommended operation the first-time around.

**Second phase** - After meeting the quota, clear out the enemy units from the mountain. Watch for SAM sites.



### **Initial Walkthrough**

Still stuck with your F-16C (the C is for crappy), you will have a hard time destroying the ground targets if you scrimp on the RCL. Smash the most dense part of the enemy cluster with RCL and then mop up the individual targets with ShoRan missiles.

Missiles (despite being under powered) reload pretty fast, so if you slow down your plane as you approach (near stall speed), you can usually fire three missiles before you overshoot a stationary ground target. Mop up either the west side or east side (east side is easier, since there are no truss bridges you can smash into), then using the operation clear checkpoint, you can head over to the west side and mop up that area.

Note enemies will glow red (as priority targets) once the initial target group is destroyed. There are two groups of targets each for the east and west sides.





(ABOVE LEFT) There are bridges on both sides of the valley, but only a few will have the very tough armored trains on them. Be sure to use more than one missile (you need three to four) when attacking the trains.

(ABOVE RIGHT) The most dangerous things on the ground once you attack the fortress in earnest are the SAM sites scattered in the hills. Approach quickly and destroy them or expect to take serious damage to your plane.

If at any time you feel the need to reload the RCL (or you unbelievably run out of the 99 missiles), head south to the return line, re-arm/repair, and head back out again. Namco-Bandai allotted the mission 30 to 45 minutes for this purpose -- dead flying time.

Once two operations are cleared, consider going back to the return line once more so you have a fresh plane and RCL ammo to nuke the hardened SAM stations on the mountain. When all targets are destroyed, you clear the mission.

#### SP Game on Hard

Of the top three planes for Hard mode -- the Typhoon, Berkut, and Raptor -- only the F22A has a homing anti-surface weapon. Dropping down to the hi-level multirole craft, the Strike Eagle and Rafale have good anti-ground ability.

However, since you have so much more anti-air firepower, go after the planes in operation C. Once they are downed, use the short range missiles to weave through the other operations (or return to base and change weapons). Once the assault on the main fortress starts, you want anti-ground weapons anyway.

#### SP Game on Expert/Ace/Raging Eagle

Multiple engagements tend to demand you change weapons in airfields or back at the return line. The Nosferatu does away with that restriction with its multipurposed missile pod. Count your salvos and use the ADMM on the easiest operations (C and either A or B) to clear the quota.

With the SAM sites and AA gun positions on the mountain, your extended range with the ADMM will unleash fireballs the size of small children impact and kill the enemy while you sit back in your air-conditioned fighter plane with opera glasses and a bag of popcorn.

The ace **KENTAVR** appears over the mountain fortress once the operation quota is fulfilled. Since the SAM sites below will track and down you on expert, you will need to fly fast and high to catch the ace, kill his craft, and dive back to the safety of the valley.

#### SP Game for Night Owl

The Tornado's BDSP is good medicine for clustered enemies, but the missiles will need to be employed for the rest of the targets. Don't bother with operation C unless you are an absolute god with the High-G turn and have time to spare. The GR.4 was made with ground ops, so let it rock the tanks in the valley.

#### SP Game for Blazing Griffin

The Rafale's SOD is good medicine for the enemies in the valley. In the odd case you want to take out the planes in operation C, start with the XMA6 or the SAAM. With the SAAM, you need to be patient, but the almost perfect tracking of the SAAM warhead will pay off in the right hands. Once the planes are gone, switch back to the SOD and continue the mission.

1 - Invasion of Gracemeria	2 - Vitoze Air Defence	3 - Sipli Fields
4 - Bartolomeo Fortress	5 - Anea Landing / Kjera Oil Field	6 - Siege on Silvat
7 - Selumna Peak	8 - San Loma Assault	9 - Command Cruiser Aigaion
10 - Ragno Fortress	11 - Moloch Desert	12 - WMD Convoy
13 - Liberation of Gracemeria	14 - Capital Patrol	15 - Chandelier

## 5 - Anea Landing / Kjera Oil Fields - *Music of the Tides*

### **Summary**

**Return Line** - South map edge

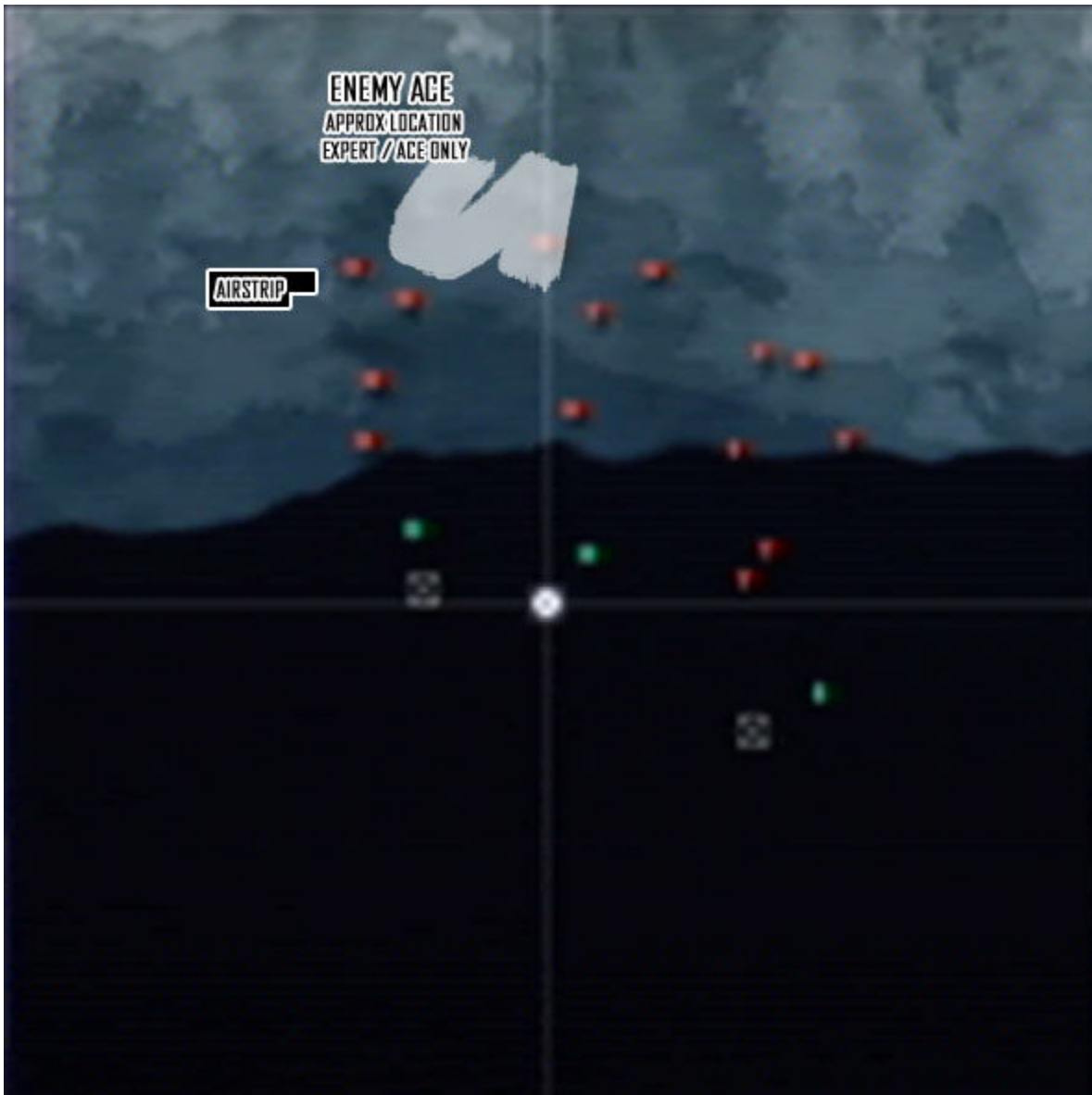
**Forward Airstrip** - Clear operation B (Quox).

**Starting Point** - 3 spots. In the west, the east and the middle. Take the west point if you want the easiest time (you start closest to the Quox unit to take the airfield). Unless you have an overpowered plane (Nosferatu on Normal or Hard), starting anywhere else is asking for more work.

**First phase** - Complete 2 out of 3 operations.

- **Operation A - Warlock** - Anti-ground sortie. This landing is in the middle and doesn't do much except free up allies for use in another operation.
- **Operation B - Quox** - Anti-ground sortie. This is the most important operation in the mission. Once the airfield is captured, you can use it to restock ammo without having to go to the return line.
- **Operation C - Marigold** - Anti-ground sortie. This is the first ship mission, but that doesn't mean you should try it immediately. In addition to the missile firing destroyers and cruisers, you have to deal with the coastal defence squadron that tries to sink the Marigold fleet.

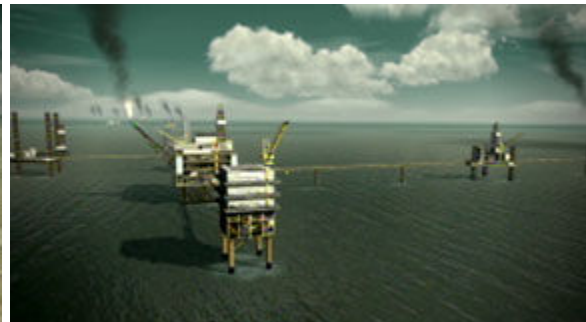
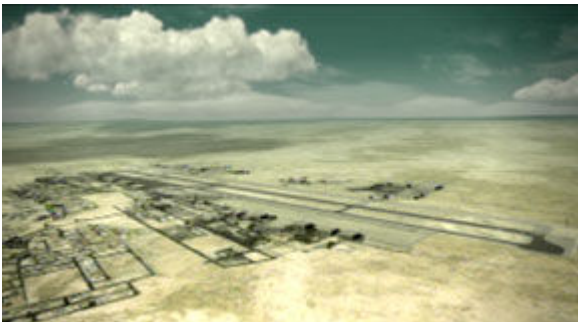
**Second phase** - After meeting the quota, destroy both enemy formations before they destroy your allies. On normal and hard, this may take some time, but on expert, expect to die more often if you dwaddle.



### **Initial Walkthrough**

Finally, you should have unlocked some new planes -- chiefly the A-10 Thunderbolt II (the Warthog) and the Mirage 2000-S. You will start to unlock more planes after completing this stage, but for now, you may want to buy either craft and try out their ground pounding hardware (SFFS or FAEB).

With the A-10's FAEB, you can take on any of the operations and simply nuke the target (aim dead center). With the Mirage's SFFS, you will need to do more manual aiming. Just note the LASM and GPB will not be enough firepower for all three ops.



(ABOVE LEFT) The very important airstrip to the west is your key to survival on all difficulties.  
 (ABOVE RIGHT) The oil platforms have gun turrets on them and pretty much spoof your tracking systems.

Try and take over the airfield in the west, then complete one more operation. When the enemy forces appear, restock at the airfield and nuke the opposition. Simple.

<b>SP Game on Hard</b>
The Raptor's SOD will make those SOBs scream. Any of the top 5 of the 14 "normal" planes will have the firepower to deal with the hordes on the beach. However, you will want to stick with the SOD or LASM when assisting the Marigold. Even with allied firepower, the oil field is riddled with neutral targets that suck up your missile ammo.
<b>SP Game on Expert/Ace/Raging Eagle</b>
Although the ADMM on the Nosferatu is quaint for the many targets on the ground, there are many neutral targets that spoof your targeting system (and waste missiles). Stick to the general missile weapon until you have a suitable number of targets on the HUD. Once you do, switch to the SP weapon and hit the Y button to acquire your targets.  The ace <b>ORYOL</b> appears just east of the forward airfield after the operations quota is completed. He will mingle with the two enemy units at phase 2, so you will need to seek out his callsign and make sure he knows the fear of the ADMM.
<b>SP Game for Night Owl</b>
The Tornado's BDSP is the same deal here. Its 20 LASMs are barely enough to take out the densest of ships and the BDSP is hard to use on the run. However, your other choices (A-10 and F-117) are slow, fat, and not too adept at missile dodging. Take your choice of poison.
<b>SP Game for Blazing Griffin</b>
The Rafale should have it easier than the Nigh Owl medal hunter. Even using the stiff as a neck Strike Eagle, you can expect to blast the enemy fleet and the enemy beach defences to pieces. If you want a more agile multirole craft, try the F2A Viper Zero.

<a href="#">1 - Invasion of Gracemeria</a>	<a href="#">2 - Vitoze Air Defence</a>	<a href="#">3 - Sipli Fields</a>
<a href="#">4 - Bartelomeo Fortress</a>	<a href="#">5 - Anea Landing / Kjera Oil Field</a>	<a href="#">6 - Siege on Silvat</a>
<a href="#">7 - Selumna Peak</a>	<a href="#">8 - San Loma Assault</a>	<a href="#">9 - Command Cruiser Aigaion</a>
<a href="#">10 - Ragno Fortress</a>	<a href="#">11 - Moloch Desert</a>	<a href="#">12 - WMD Convoy</a>
<a href="#">13 - Liberation of Gracemeria</a>	<a href="#">14 - Capital Patrol</a>	<a href="#">15 - Chandelier</a>

### [6 - Siege on Silvat - Angels Above](#)

#### **Summary**

**Return Line** - South map edge

**Forward Airstrip** - Clear operation D (Stingray). This is a defence type mission.

**Starting Point** - 3 spots, far east, far west, and far south. For the most efficient entry, use the east point. This lets you avoid the power lines that interfere with your missiles when attacking the enemies threatening the airfield.

**First phase** - Complete 3 out of 6 operations.

- [Operation A - Grizzly](#) - Anti-ground sortie. Nothing special about it.
- [Operation B - Barracuda](#) - Multiple engagements. Nothing special.
- [Operation C - Dragon Busters](#) - Anti-ground sortie. Nothing of note.
- [Operation D - Stingray](#) - Multiple engagement. The airstrip defenders are attacked with tanks and attack choppers, so you will need both types of weapons to counter. The most important thing to remember when attack the ground is to watch for power lines.
- [Operation E - Gavia](#) - Anti-ground sortie. Nothing of note.



- *Operation F - Sherpa* - Anti-air. The only operation that's purely anti-air. This operation is also slightly removed from the defensive line and lies north of the airfield. Grabbing this operation in your record is merely a matter of using the right kind of aircraft in Free Mission.

**Second phase** - After meeting the quota, pursue and destroy the enemy encampment in the middle of the battle map (south of the defensive line), as well as any priority stragglers to the west and east of your main force. You may need to change the map radar by several scales to see the red dots you need to destroy.



#### **Initial Walkthrough**

With the Anea Landing completed, you should have access to four planes -- the Fighting Falcon, Thunderbolt, Mirage, and Tornado. Since the battle here is primarily a ground assault, you can pick the Thunderbolt's FAEB or the Tornado's BDSP to be your main instrument of pain.

Note you can sell any aircraft and SP weapons you've bought so far and completely recover all of your Ace Points (or money). Buying and selling in *Ace Combat 6* is simply a matter of accruing enough points for a plane or weapon. If you don't need something for the next mission, feel free to sell it without penalty.



(ABOVE LEFT) The river is where the enemy will flee to later in the second phase. It's otherwise another low-level flight landmark. (ABOVE RIGHT) Beware the power lines when attacking the enemies at the airfield. Not only do they block your missiles, but they are also indestructible.

Naturally, take over the airfield by completing operation D (destroy all marked attackers on operation D). Once you have the airfield, you can re-arm close to the battle and not bother to fly to the return line. With the airfield re-arming and repairing your aircraft, you can pretty much destroy the other enemies and get your three successful operation quota.

The enemy forces in the second wave are sometimes hard to see on the tiny mini-map -- switch to the smallest radar range (the one without the landforms) and watch the radar react to a red dot when one is in detection range (the radar will zoom in/out depending on the distance the red target is away from your plane). This is the best way to detect if there are any would-be priorities in range of your guns and missiles.

SP Game on Hard
This mission is hard on the Raptor only because of the limitations of the SOD (linear damage). Again, start with the east side (unless you are going after the completion of other operations for the records) and stay at 1000 to 2000 meters to avoid the power lines. Use the cannon only as a last resort (or when getting the Sharpshooter medal). This mission should otherwise go smoothly once the airfield is taken. Remember that on Hard, you can still repair damage to your plane by going to an airfield or return line.
SP Game on Expert/Ace/Raging Eagle
One reason why the Nosferatu is key to winning on Expert and Ace is its ADMM and EML weapons. It lets you stand off and blast the enemies from afar. It also lets you locate the enemy ace <b>VEGA</b> near the 8000 to 10,000 meter altitude, flying over the middle of the battlefield (she is not a priority target but will have a callsign attached to her reticle info).
If you are aggressive with the ADMM and hold the airfield, you can pretty much see how this mission will go. It's more work, but less writing in terms of an Ace Combat 6 strategy guide. Get out there and nuke the farm!
SP Game for Night Owl
The Tornado can take down most of the attackers with BDSP, or you can stick with the Thunderbolt's FAEB. The airstrip is a must with the attacker planes, since two of the three available have so little ammunition.
SP Game for Raging Griffin
The Rafale's SOD gets overtime when you are in pursuit of the Raging Griffin medal. Learn that the SOD need not lock-on to be fired to do the damage you want. The next best multirole craft, the F2A and F18, are mid or low-level planes, so they have less ammo to work with. With that in mind, the Rafale and Strike Eagle remain your top choices for this medal. You need to work with what they have.

1 - Invasion of Gracemeria	2 - Vitoze Air Defence	3 - Sipli Fields
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7 - Selumna Peak	8 - San Loma Assault	9 - Command Cruiser Aigaion
10 - Ragno Fortress	11 - Moloch Desert	12 - WMD Convoy
13 - Liberation of Gracemeria	14 - Capital Patrol	15 - Chandelier

### 7 - Selumna Peak - *Shimmering Death*

#### **Summary**

**Return Line** - West map edge

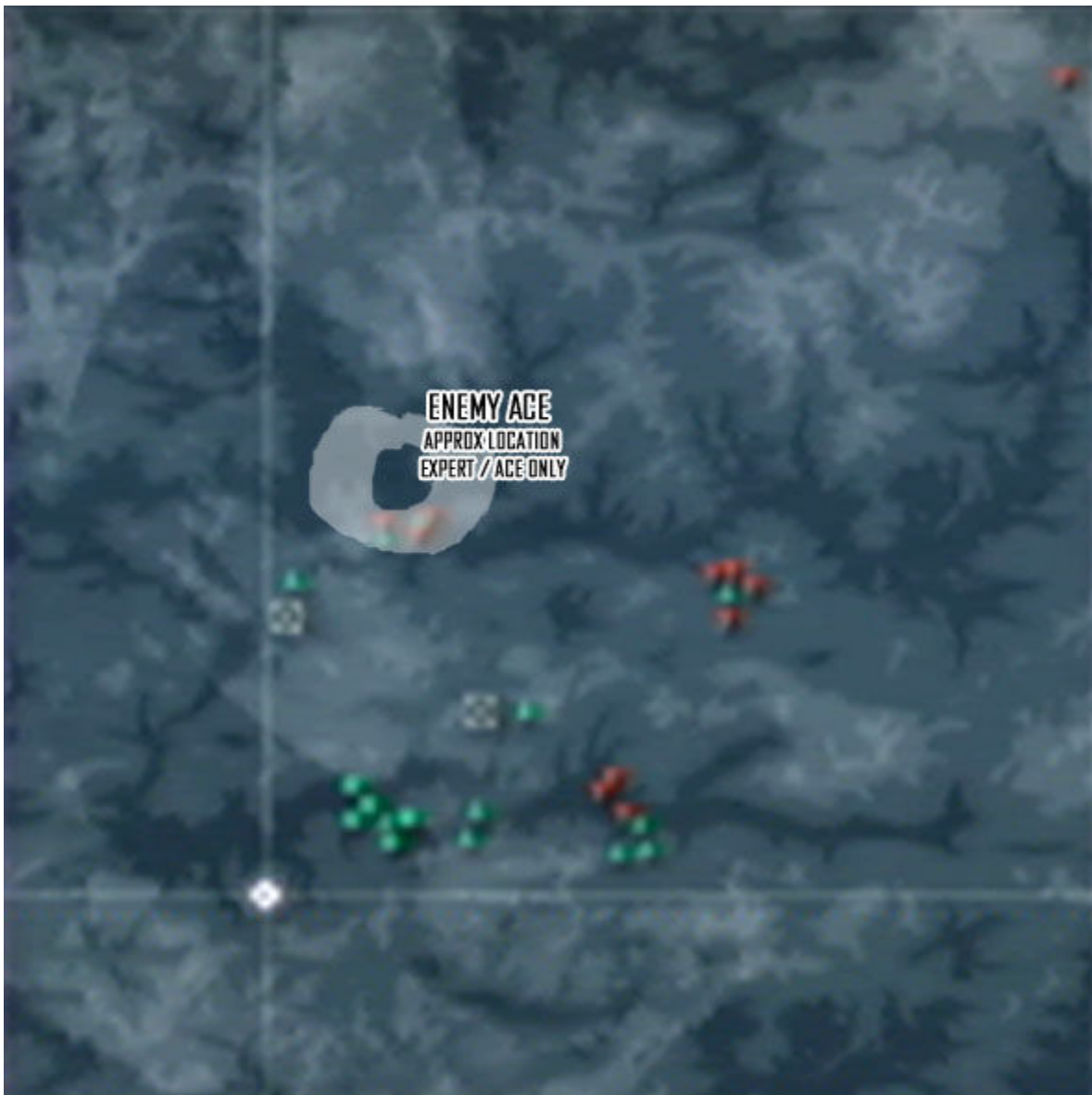
**Forward Airstrip** - None.

**Starting Point** - 3 spots, west, southwest, and middle. Unless you are interested in flying back to the middle of the map each time you die, start yourself in the middle. You only go back to the return line once when the operations are over, and before you destroy the drones.

**First phase** - Complete 3 out of 4 operations.

- Operation A - Warlock - Anti-air sortie. Nothing special except you can engage the planes almost immediately if you start from the middle starting point.
- Operation B - Avalanche - Anti-air sortie. The jamming planes are other Tornados and EWAC jammers. Take out all five jamming planes by pointing yourself towards a bubble and scanning above and below for the red target.
- Operation C - Snake Pit - Anti-air sortie. This is the small unit of blue north of the main group. It will be constantly be harassed by enemy planes until you take a stand and wipe out the opposition.
- Operation D - Quox - Anti-air. This operation is one of the harder ones to complete, since the high-speed stealth bombers will attack the unit. The area with the EM bubbles will hide them until they pop out just at Quox's location. A fast plane with heavy anti-air will suffice, otherwise, focus on the other operations.

**Second phase** - After meeting the quota, a dozen or so enemy drones will appear and rain cruise missiles down on you. Avoid the cruise missiles and take out all the unmanned, unarmed drones.



### **Initial Walkthrough**

This mission is a hard one unless you take steps to prepare for it. First off, try and buy the F-14D Super Tomcat. Once you have it, buy the SAAM so you can switch to it later in the stage (alternately, you can try the shorter ranged QAAM on the F2A or the SAAM on the cheaper Super Hornet).

The F-14 is best for the first time through this stage since you can use the XLAA to down the enemy planes for operations A, B, and C (D also, but those take time to appear). The long range of the XLAA will let you reach out and blast the little bastards before they start evading; if they do evade early, they will turn to the side -- get them with more XLAA's -- or they turn towards you. In that case, your general missiles should make short work of them.

Once all three operations are cleared, start heading west and get to the return line. Equip the SAAM and use that SP weapon to lock on and snipe each of the highly agile drones. You need to destroy them before you fly into the cruise missile explosions, and the SAAM is not only fairly long ranged, but highly accurate so long as you keep your HUD radar circle over the target.

Where your short ranged missiles will miss the drones, the SAAM will almost always score you a kill if you have the good patience to wait for good results.

<b>SP Game on Hard</b>
Luckily the Berkut has access to the SAAM. The Raptor's QAAM sounds like an alternate choice, but the drones are capable of doing several high-G turns that baffle the QAAM's tracking program. The SAAM and it's sniping ability is slow, but almost ensured of a kill. When going for the Quicksilver medal, the SAAM will probably save you the time you need on other missions.
<b>SP Game on Expert/Ace/Raging Eagle</b>
Since the Nosferatu has no access to the SAAM, you may think that the ADMM is the answer and it's not. Instead, you need to rely on the 24 shot EML. Each shot is almost instant, so there's no lead time. Simply place the gun reticle over the target drone and fire. With some practice, you will be able to down several drones as they fly slowly around guiding in their masters' cruise missiles.
The ace <b>DZHOKER</b> will appear near where the enemy planes of operation A were. This is just south of the enemy EM bubbles (at the start of the mission). His spawn point though, make depend on your point of insertion. IGN usually heads in at the middle starting point, so you can use that to track and trace.
<b>SP Game for Night Owl</b>
The hardest part of the game thus far. Since you don't have any long ranged anti-air weapons (apart from the slow as molasses Nighthawk's QAAM), stick with the Tornado's speed and simply use cannonfire, missiles, and luck against the drones. Save up all your allied attacks for the drone fight if you must. While you are stuck with an attacker craft, your wingman can equip another plane (like the Nosferatur) and use the ADMM from afar.
<b>SP Game for Blazing Griffin</b>
The Rafale is a life-saver with the SAAM coming almost standard as part of its kit. Use the same tactic as with the F-14D; if you are not gunning for time, you can simply use the SAAM for the whole mission and be assured of a kill each time when you stand off and deliver.

<a href="#">1 - Invasion of Gracemia</a>	<a href="#">2 - Vitoze Air Defence</a>	<a href="#">3 - Sipli Fields</a>
<a href="#">4 - Bartelomeo Fortress</a>	<a href="#">5 - Anea Landing / Kjera Oil Field</a>	<a href="#">6 - Siege on Silvat</a>
<a href="#">7 - Selumna Peak</a>	<a href="#">8 - San Loma Assault</a>	<a href="#">9 - Command Cruiser Aigaion</a>
<a href="#">10 - Ragno Fortress</a>	<a href="#">11 - Moloch Desert</a>	<a href="#">12 - WMD Convoy</a>
<a href="#">13 - Liberation of Gracemia</a>	<a href="#">14 - Capital Patrol</a>	<a href="#">15 - Chandelier</a>

### **8 - San Loma Assault - Under a Sky of Fire**

#### **Summary**

**Return Line** - West map edge

**Forward Airstrip** - None.

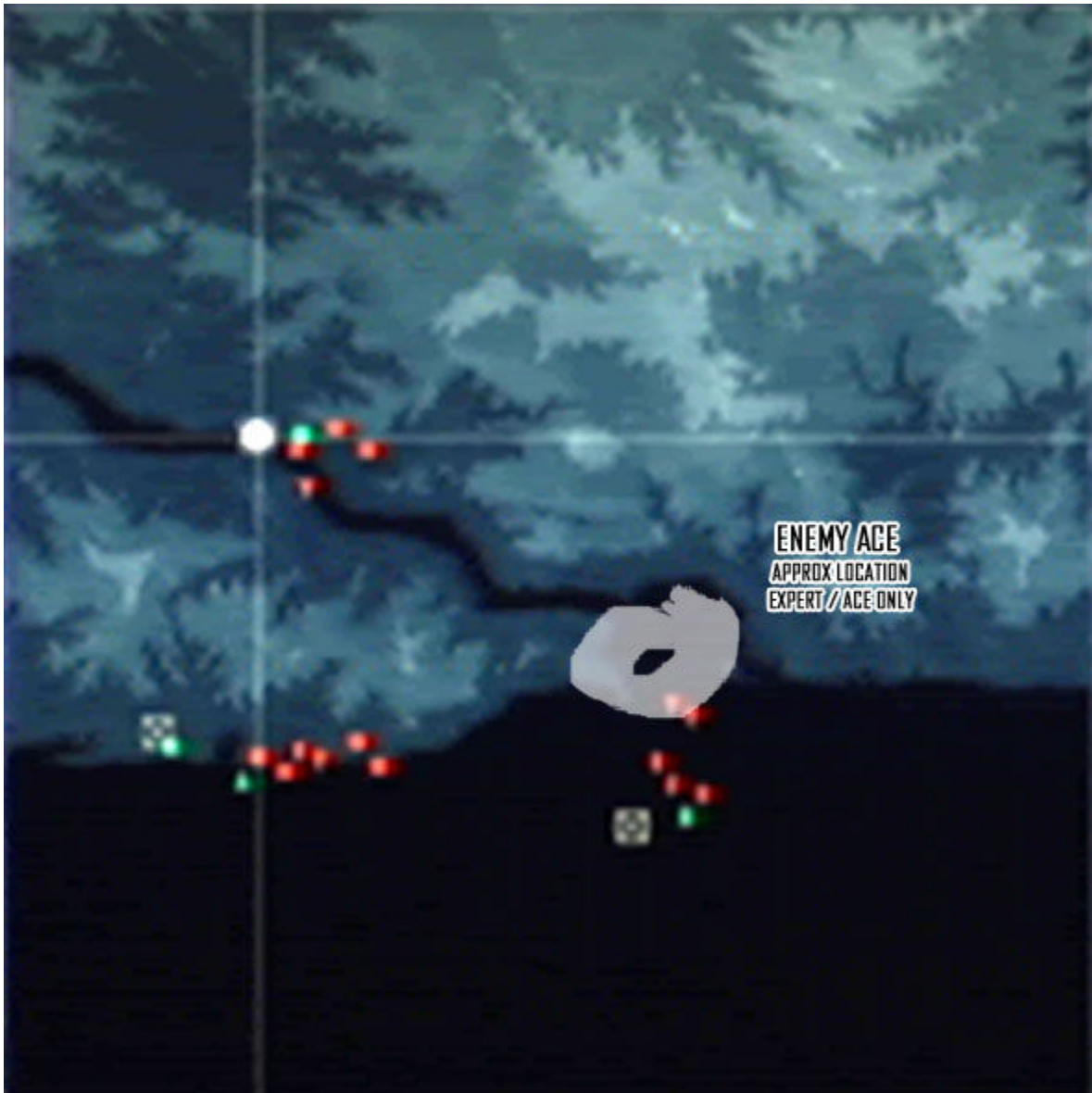
**Starting Point** - 3 spots, each with the operation's theatre commander.

**First phase** - Complete 2 out of 3 operations.



- Operation A - Warlock - Anti-ground sortie. This is the one that starts off shore and hits the beach. Nothing special, but the number of ground targets is about the same as in the other operations. This one has the benefit of being somewhat close to the return line.
- Operation B - Hammerhead - Multiple engagement. The operation in the canyon. Enemy tanks, choppers and attack planes are all in the mix here, so you need an anti-air SP weapon, and slowly work over the ground forces with cannon and missile fire.
- Operation C - Marigold - Anti-ground sortie. Ships and SAM sites are the standard enemy here. Don't try this operation until you have a some good weapons.

**Second phase** - After meeting the quota, destroy all enemy forces in the city of San Loma.



#### **Initial Walkthrough**

You should have several planes but if you want the most prosaic, stick with the Thunderbolt's FAEB and nuke the place. Your wingman in a Tomcat or similar anti-air plane can take out the rest or your air harassers.

Air opposition isn't very heavy, even in phase 2, so a ground attacker will be best for this mission the first time through. The F2A's UGB is an ugly (but plentiful) alternative to the massive boom the FAEB if you want something with more speed. On the other hand, you can also start getting used to the Tornado's BDSP (for the Night Owl medal).

The new defences in the city once the operations are done are numerous and spread out. You need to take the time (and return line) to get to know the lay of the place and how many enemies are in each area. Once you have the mission down pat, you will react instinctively once you get back to this mission.

SP Game on Hard
The SOD makes this mission much more palatable, which is only fair since enemy missiles will destroy you in one or two hits now. The Raptor's performance will be far better than the mid-level planes you had the first time around, so use it to your advantage when heading back to base for repairs or when evading missiles.
SP Game on Expert/Ace/Raging Eagle
The ADMM makes the player really lazy at this point and pretty much destroys anything on the screen, 12 at a time. This still doesn't mean that operation C is easy since it takes 3 ADMMs to sink the ship. Instead, stick with the missiles when attacking the port and use the ADMMS to soften up air targets and some parts of the ship. Only if the ships are your only targets should you unleash the ADMM's full might. Head for the city once the operations are over and attack aggressively. Aggression pays off in building up the allied attack meter.
The ace <b>RUSALKA</b> will be flying above the city of San Loma after the initial operations are cleared. Apply the "kill all men, seize all women" policy and nuke the skies of all enemy opposition with ADMM fire. This pretty much bags the ace without a thought.
SP Game for Night Owl
The Tornado's BDSP comes to fore once more when attacking the enemies in the canyon (more clustered) and the beaches. Try to avoid the naval forces in the bay unless you have a death wish (or good reflexes). Once the initial operations are taken, you will have more than enough pain to deal with in the city. Note, some city buildings are indestructible and will block your missile fire; even the BDSP will be stopped since the bomblets hit the side of the building. Attack from the top and you should score your hits.
SP Game for Blazing Griffin
The Rafale's SOD is a much better alternative though not as lazy as the ADMM. Still the SOD can be stopped by the buildings, so be sure to drop the bombs from up high; explosions seep through buildings even if the bomblets can hit solid objects.

1 - Invasion of Gracemeria	2 - Vitoze Air Defence	3 - Sipli Fields
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10 - Ragno Fortress	11 - Moloch Desert	12 - WMD Convoy
13 - Liberation of Gracemeria	14 - Capital Patrol	15 - Chandelier

### 9 - Heavy Command Cruiser - *The Dead Sea*

#### **Summary**

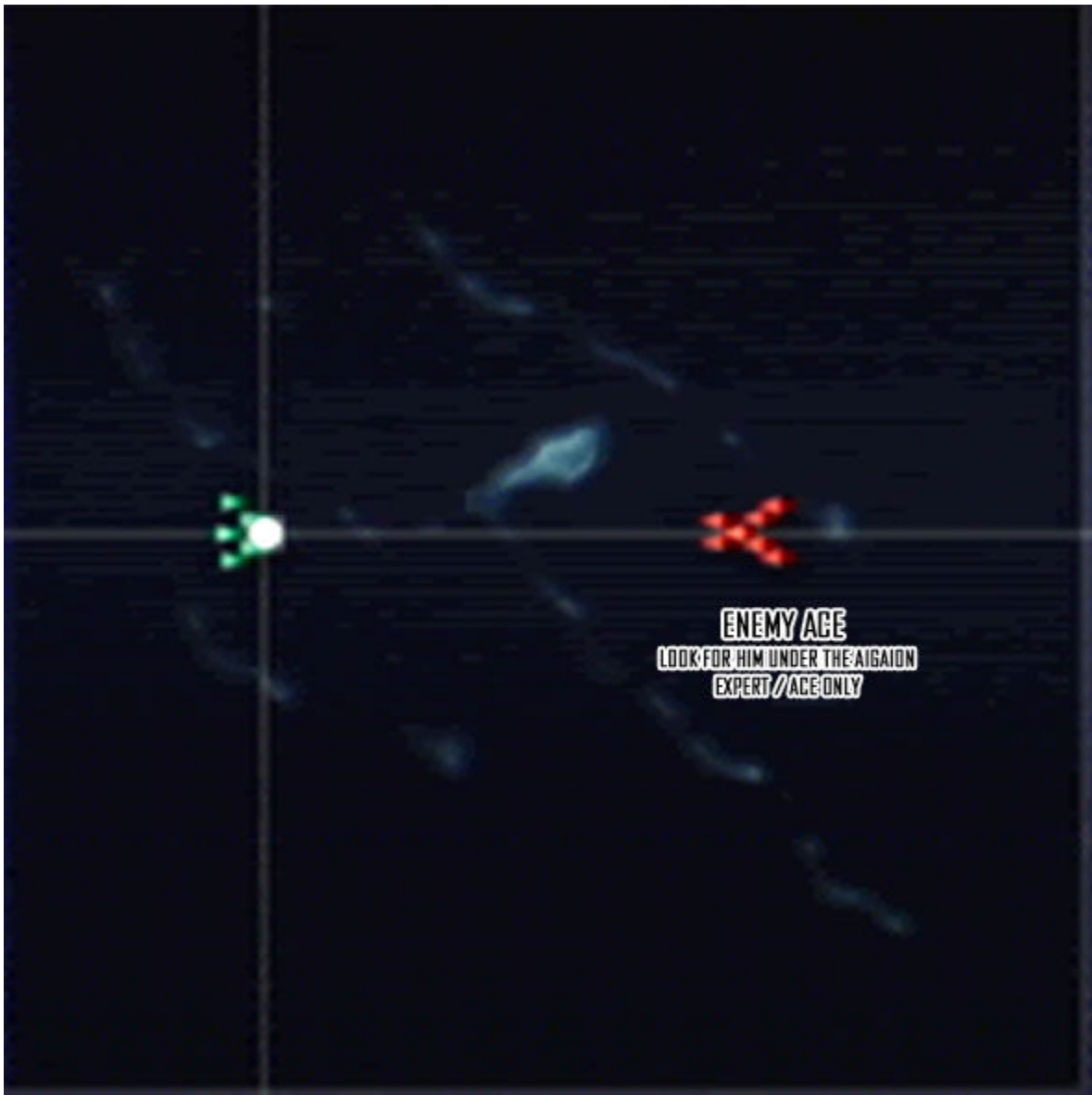
**Return Line** - West map edge

**Forward Airstrip** - None.

**Starting Point** - No choice

**First phase** - Disable the Aigaion's external gun turrets, then engines (the engines fire missiles) to expose the cockpit.

**Second phase** - After disabling the missile carrier's engines, destroy the cockpit. Depending on the difficulty, this second phase will have different targets.



### **Initial Walkthrough**

Fly to the ambush point (right in front of the Aigaion) and a checkpoint will occur. From now on, when ever you are destroyed before the cockpit is exposed, you will need to fight out the heavy command cruiser and its jammer battleships. The long story short -- don't die.

Flying away from the enemy group is a method of escape, but this will unleash the Nimbus cruise missiles on you. Just keep escape as a final option if the Strigon defenders and enemy turrets prove too dangerous. It will only get harder as you go on in difficulty.



Although optional, you may want to destroy the enemy escorts first (do not bother on a Quicksilver attempt and go straight for the Aigaion instead). Attacking and destroying the escorting battleships will build your allied attack meter so you can use it to actively attack the enemy Strigon planes that will attempt to shoot you down.

There are four Strigon Flankers that will be very hard to down. It is best to group most (or all) of them in front and order an allied attack with you firing some more into the mix. Once the Strigon planes are gone, you will only need to worry about the enemy missiles from the Aigaion.



Although it is tempting to take the newly unlocked Flanker, you may want the stand off ability of the XLAA of the Tomcat. However, the XMA series of missiles is more suited for this fight since the enemy ships are slow and the targets numerous.

Destroy the guns on the ships and the engines will be vulnerable. IGN reminds you that your infinite ammo cannon on Normal can destroy a good deal of the engine nacelles without you ever needing to expend missiles. Take care when avoiding missiles; most of the time, a spar wing of one of the large ships will hit your plane and you die, necessitating you



to start all over again.



The missiles come out of the Aigaion's engines and its dorsal facing (top facing). Stall or speed up/dive below the large cruiser to avoid the missiles, and then "porpoise" up again to make your XMA or XLAA attack. The engines will have metal shields blocking your missile fire from below so learn to aim your missiles up so they "arc" and strike the engines from above.

Once all four engine banks on the Aigaion are destroyed, some more chatter will occur and then a checkpoint will occur when the mission is updated.



Destroying the cockpit is a simple thing of targeting the cockpit from the cruiser's front and below (like aiming up at a taller enemy) and blasting it. Since the missiles the cruiser fires need to arc up and then down to get your plane, you will be mostly safe from missile fire (provided the Strigon planes are all dead or fled).

You cannot use allied attackers on the cockpit, so you need to use your own plane to deliver the *coup de grace*. With the XLAA and XMA, alternately tap the **B** and **Y** buttons to fire off multiple missiles once the cockpit is locked-on (lock-on-re-acquire and fire). Don't forget to hose the cockpit with cannon fire as you zip past.

When the cockpit is destroyed, you finish this mission.

SP Game on Hard
<p>The fight is pretty much the same as on Normal, except the Strigon planes are harder to down and enemy missiles will destroy your plane in one hit. Keep your speed high for impending high-G turns and don't scrimp on the XMA6. The Raptor is probably your best bet here since it has more missiles than the Typhoon.</p> <p>Use the XMA6 warheads with care on the Strigon planes when they are busy fighting your allies. The other use will be on the slower Gygaz jammer battleships and various hardpoints on the Aigaion. The engine nacelles practically beg for XMA6 attention, so hoard about 20 to 30 for this purpose; you can destroy the other engines with your cannon.</p> <p>On hard, expert and ace, the cockpit objective changes and becomes much harder. The weak spot is the cockpit at first, but once you destroy it, the mission updates again and has you attack a weak spot on the underside of the cockpit -- you know, in that flat space between the upper and lower decks of the heavy cruiser.</p> <p>Where most pilots will probably say, "F#\$% that", real pilots will enjoy this challenge. Although it looks like you need to brave the extra AA guns and missile ports on the dorsal side of the Aigaion, you can simply attack the weak spot from the front ventral vector once more. The only thing you need to account for is the forward motion of the Aigaion, so you need to come in at a slightly shallower angle. You may also want to destroy the extra turrets as well, since you reduce the amount of weapon fire you get.</p> <p>The first few missile hits on the weak spot will destroy the defensive plate protecting it. Subsequent attacks will damage and destroy the cruiser. If you are having trouble and colliding into the cruiser when flying, ease back on the throttle (even stalling if need be) since all you need is enough distance to let fly all your missiles (XMA or XLAA, and then your general missiles) to do as much damage as possible. Dive below the cruiser to evade and get back in front of (and under) it to remount the attack.</p>
SP Game on Expert/Ace/Raging Eagle
<p>The Nosferatu's ADMM is handy but don't expend all of it attacking the Gygaz escorts. You will want to keep a few salvos of missiles to destroy the engine nacelles and the pop-up missile mounts when the engines are destroyed. The ADMM is great against the cockpit's weak spot since all 12 missiles hit the same place.</p> <p>The ace <b>FENIKS</b> will make his appearance once all the engines are destroyed on the Aigaion. Look for his callsign under the cruiser and be sure to save some ADMM for him. Once the ace is downed, you can checkpoint your kill by destroying the Aigaion's cockpit.</p>
SP Game for Night Owl
<p>The Tornado will have a different time with this mission. It's recommended you play for this medal on Normal (as the medal list states). This way, all you do is destroy the cockpit and finish the mission. Since you will carry the ECMP in lieu of unguided ground ordnance, you can always use the ECM to break missile lock once your HUD warns you of an enemy lock. The 20 shots of ECM will last pretty much for the whole battle if you are quick on the engines (with infinite cannon shells, it should be easy). In fact, the Tornado's ECMP will let you get into the right position regardless of which of the cruiser's arcs you fly by. The only problem facing Tornado pilots may be the Strigon planes, but on normal, you will have just enough time to accrue allied attack meter and sic your buddies to drop them out of the game.</p>
SP Game for Blazing Griffin
<p>The Rafale's XMA6 will be perfect for this battle. Like the previous fights before, you rack up kills on the Gygaz escorts and use allies to attack the Strigon Flankers. Once you have the engines exposed, don't get over-eager and get yourself killed; attack by porpising like before, and then sack the cockpit once it is exposed. As always, attacking from below and the front will work.</p>

1 - Invasion of Gracemeria	2 - Vitoze Air Defence	3 - Sipli Fields
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7 - Selumna Peak	8 - San Loma Assault	9 - Command Cruiser Aigaion
10 - Ragno Fortress	11 - Moloch Desert	12 - WMD Convoy
13 - Liberation of Gracemeria	14 - Capital Patrol	15 - Chandelier

## 10 - Ragno Fortress - *Into the Pass*

### **Summary**

**Return Line** - West map edge

**Forward Airstrip** - None.

**Starting Point** - 3 spots. One in the northwest and two in the west. Use the top most spot when going for operation C. Otherwise, start as far forward as possible so you can get closer to the action.

**First phase** - Complete 2 out of 3 operations.

- **Operation A - Warlock** - Multiple engagement. This is the main attack on the fortress. Apart from the marked red enemies, you need to take out two sets of artillery (denoted as howitzers) in the north and south when the distress pings appear on the map. Of all the operations, this is the most ammunition intensive.
- **Operation B - Windhover** - Multiple engagement. This focuses on the enemy ships on the riverine, the fighter patrols along the canyon and the two substations near the dam. This is the easiest operation to complete.
- **Operation C - Yellow Jacket** - Anti-ground sortie. There are four tunnels built into the canyon walls. Blast each of the defensive barriers to enter the enemy tunnels, destroy all the fuel tanks and enemy units within the tunnels, blast a hole in the exit and get out without crashing. The hardest one to do.

**Second phase** - Fulfill the operation quota. Afterwards, destroy the two sets of enemies in the central fortress.



### **Initial Walkthrough**

You will have unlocked two more planes for your trouble in mission 9. The Rafale M is a good machine; you will be using it for the Blazing Griffin medal, so you might as well start getting used to it. Its SOD is a good weapon against hordes of weak ground enemies; this spares your missiles for the harder targets (which you just slow down and blast).



(ABOVE LEFT) This is the entrance to one of the four tunnels for Operation C. You will need to blast the door with your cannon or missiles to open it.

(ABOVE RIGHT) Inside the tunnels, space is a premium, so bring an SOD or FAEB to blast the targets to your side. Your plane does not get damaged from its own explosions.



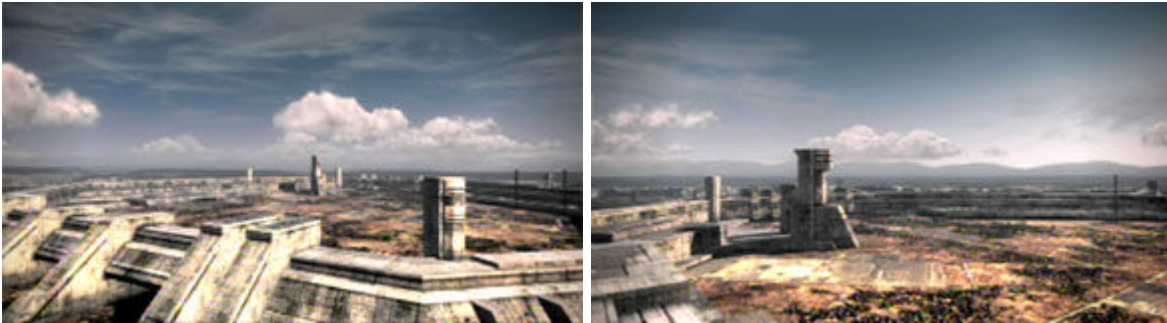
The easiest missions to avoid colliding into the canyon walls are operations A and B. For operation C, you can take an SOD equipped plane or the Thunderbolt's FAEB and nuke the tunnels as you pass critical targets.



(ABOVE LEFT) Keep under the bridge to get lock-ons for the convoy in Operation B.  
(ABOVE RIGHT) The dam is next to the power sub-stations you need to blast to complete Operation B.

Operation B is the easiest, so clear that first. Go after the enemies in the canyons, down the planes and blow up the power stations marked on your map. With that checkpoint, you can decide whether or not to go after operation C or the ammo intensive operation A.

When you have the quota met, head back to the return line for re-armorment. Take an SOD or similar massive ground kill warhead. You will need to destroy the blockhouses on the fortress, as well as targeted launchers and tanks inside the fortress' drill ground.



(ABOVE LEFT) The entrances to the fortress are large enough to let your plane fly under, if you dare.  
(ABOVE RIGHT) The fortress' main block is foreboding and requires you to hit it with multiple SODs or missiles.

Clear out the first set for a second set; there is no checkpoint, so if your plane is heavily damaged, repair it at the return line and head back out. Once you defeat all the enemies in the second wave, you win.



### SP Game on Hard

The Rafale's or the Raptor's SOD is best. The Rafale has less defence than the Raptor however. Remember that the medals for Night Owl, Blazing Griffin and Raging Eagle can be done on normal, which is far easier than Hard.

Stick to operations A and B for ease of play. However, if you find yourself being killed by errant missiles while flying around, you can switch your strategy and clear operation C (tunnel enemies almost never fire) and then operation B.

The final battle at the fortress is just as hard, but being able to repair your plane is a huge advantage.

### SP Game on Expert/Ace/Raging Eagle

The Nosferatu is best used for operations A and B. The ADMM can handle almost all the enemies and let you head back to the return line for a refill. Just don't get hit, because one hit is all the enemy needs to blow you up.

The enemy ace **OBLAKO** is part of the "decoy force" for operation A. Simply engage in the operation and the ace will appear as part of the defensive. Use the ADMM to nuke the place and you should be able to scrape up the ace like "shiny American penny" and add it to your records.

### SP Game for Night Owl

The Tornado's BDSP is best used in operation C and operation B. Because of the low flying nature of the Tornado, watch for the power lines near the substations. Apart from that, the rest of the mission is as you knew it, only you can only use the A-10, GR4, or F-117. If you feel the FAEB is a better choice, then use it instead of the faster Tornado.

### SP Game for Blazing Griffin

The Rafale was already recommended for the initial walkthrough, so you should have no trouble using it here. The only thing about using the same plane over and over again is the stupid pressing of the A button.

1 - Invasion of Gracemeria	2 - Vitoze Air Defence	3 - Sipli Fields
4 - Bartelomeo Fortress	5 - Anea Landing / Kjera Oil Field	6 - Siege on Silvat
7 - Selumna Peak	8 - San Loma Assault	9 - Command Cruiser Aigaion
10 - Ragno Fortress	11 - Moloch Desert	12 - WMD Convoy
13 - Liberation of Gracemeria	14 - Capital Patrol	15 - Chandelier

### 11 - Moloch Desert - *Hollow Victory*

#### Summary

**Return Line** - West map edge

**Forward Airstrip** - Clear operation B (Quox).

**Starting Point** - 3 spots. Use the point in the middle to access the airstrip or anything else you care for.

**First phase** - Complete 2 out of 4 operations.

- **Operation A - Warlock** - Anti-ground sortie. Nothing particular about this operation.
- **Operation B - Quox** - Multiple engagement. Try and help this operation so you have an airstrip to help you in the second phase. Even if you are going after the other operations to fill out your medal roster, this operation is crucial to your survival on Hard the first time through.
- **Operation C - Hammerhead** - Anti-ground sortie. This is an air defence mission but the attackers are all AA guns on the ground. High speed low level flying is needed to get rid of the threats to this operation.
- **Operation D - Snake Pit** - Anti-air sortie. The EWACS is under attack by fighter craft. Easy and simple, if a little bit out of the way.

**Second phase** - Fulfill the quota and destroy all enemy aces. Be sure to ignore the order to stop fighting, otherwise you fail the mission.



### **Initial Walkthrough**

You will unlock the F-117 from the last mission, but don't bother. Focus on having a plane with some light anti-ground weapons (like the Rafale's SOD) and good maneuvering. You will need that in the second phase against the Strigon survivors.

Begin by starting in the middle point so you can grab the airstrip for later. Note that the C-130 gunships taxiing on the runway can be bombed, but your weapon will still register them as air targets (hence untargeted bombing).

After taking the runway, do another operation (operation D is the easiest). With the runway in your hands, you can afford to change SP weapons in mid-battle and waste all the mo'fos in the air or ground (your choice).

Once the quota is reached, land on the airstrip and change your weapons to anti-air weapons. The SAAM will be best; you need to destroy a half dozen Strigon Flankers with wavering support from your wingman. No ally attacks are possible, so be sure to use them up to complete the other operations.

When all the enemy aces are out of action, you win.

### SP Game on Hard

The Rafale and the Berkut are the highest level planes with the SAAM. However, the Berkut's unguided bombs mean you have to be more precise when making bombing runs -- not really an option on the fast and furious Hard mode. However, your ShoRan missiles can still do the job if you are willing to suffer the slow reloading times.

The SAAM helps if you have enough distance between you and the Strigon target. The alternative is to blaze a bunch of XMA6 or XLAA warheads on the squadron, but in most cases, accuracy is better than unfocused force. Unlike the fight to destroy the Aigaion, you can flee the dogfight this time without incurring any dangers from cruise missiles. Head to the return line, then come back into the fight slowly with the SAAM armed and dangerous.

### SP Game on Expert/Ace/Raging Eagle

The Nosferatu's ADMMs are not as accurate as the SAAM (they are basically XLAAAs that can target anything). So that said, you will want to make some distance and launch ADMMs from afar if you use it. Otherwise, you should land at the airstrip after the operations are done and switch to the EML.

The EML takes some practice, but you can get an enemy plane to go "round and round" with you in a circle of death, and all you need is to get the target on your sights for about 3 seconds so you can press the B button and waste him instantly with two or three shots of EML. even on Expert and Ace, the EML makes short work of enemies so you won't be so exposed to their attacks.

The enemy ace **RYTSARY** will spawn depending on where you are. Look for him once the initial operations are over. If you pursue a matter of eradicating all enemy aircraft (and focusing on anti-air operations) you occasionally find him over the northern city, or just south of it.

### SP Game for Night Owl

The Tornado's ECMP is your best bet against the Strigon Flankers. Throw off their missiles and reciprocate with missiles of your own. Fly over your airstrip and learn to use the Start button to make quick landings. On normal mode, you repair your plane and restock on ECMP ammo. Chase down the Strigon and turn them all in for your win.

### SP Game for Blazing Griffin

The Rafale makes this much like the initial walkthrough -- SOD for the ground targets and SAAM or XMA6 for the Strigon flight or air operations. Not much has changed, so the same tactics you used on normal the first time through will work here.

<a href="#">1 - Invasion of Gracemeria</a>	<a href="#">2 - Vitoze Air Defence</a>	<a href="#">3 - Sipli Fields</a>
<a href="#">4 - Bartelomeo Fortress</a>	<a href="#">5 - Anea Landing / Kjera Oil Field</a>	<a href="#">6 - Siege on Silvat</a>
<a href="#">7 - Selumna Peak</a>	<a href="#">8 - San Loma Assault</a>	<a href="#">9 - Command Cruiser Aigaion</a>
<a href="#">10 - Ragno Fortress</a>	<a href="#">11 - Moloch Desert</a>	<a href="#">12 - WMD Convoy</a>
<a href="#">13 - Liberation of Gracemeria</a>	<a href="#">14 - Capital Patrol</a>	<a href="#">15 - Chandelier</a>

### [12 - WMD - Boiling Point](#)

#### **Summary**

**Return Line** - None.

**Forward Airstrip** - None

**Starting Point** - No choice

**First phase** - Avoid enemy detection by flying in the canyon. Destroy all listening posts before an alarm is raised; find the WMD convoy and destroy it before it effects a retreat.

**Second phase** - Escape the battlezone with your team intact. Defeat any pursuers to secure your escape.



### **Initial Walkthrough**

Take a plane with decent anti-air weapons and good maneuverability. Although you have ground targets initially, the later phase is what you need to worry about. Your cannon and general missiles will handle the first phase easily.

The Rafale is a good pick and pretty much lets you know what to expect for the Blazing Griffin attempt. Take the XMA6 or SAAM. Alternately, you can take the Tornado or Hornet and load it with the ECMP.

Travel slow in the canyon; about 600 to 800 KPH is good. It lets you avoid the turns and gives you enough time to set up your lock-ons on the targets at the listening posts. Note if you fly above the canyon's lip, you will be detected by radar and the mission will be pretty much over. Your wingman will not be under your control until the second phase of the mission.

At each of the three listening posts, you have 60 seconds to destroy all targets before the alarm is raised (and you fail the mission). Use the short range missiles you have and blast each target as they come up. Your cannon will help while the missiles recharge. Although you can overkill with SOD or BDSP, weapons like that are overkill for this easy exercise.





(ABOVE LEFT) The double bridges mark the halfway point of your canyon assault. The convoy appears a little bit after.  
 (ABOVE RIGHT) The now abandoned enemy camp where the WMD convoy starts from.

After the listening posts, you will just need to destroy the three targeted trucks holding the WMD. Once they are gone, you can turn tail and fly west. The trucks will immediately make a run for it once you come into range, so look for them, ignore the other enemies and blast them. Once the mission updates itself, the enemies you leave behind vanish.

When escaping, try to climb to 10,000 meters so you have ample height to do high-G turns. At the west side of the battlemap, an air battalion will attack your two piss-ant planes. Although it seems unlikely, all you need to do is avoid being shot down for about 60 seconds or so. This is where the ECMP will help. While dodging, pay attention to the missile alarm and use the ECMP when the alarm hints missiles are at critical range. This will help immensely with your survival.

The operations commander Ghost Eye will radio that help will be on their way after a short delay. True enough, if you evade long enough the rest of the air wing (not the Blue Sky Squadron) will appear. All you do is hold the D-pad down to do allied cover and most of the enemies will be shot down. Use cover or attack and down the rest of the enemy battalion. Once that's done with, you win.

<b>SP Game on Hard</b>
Since one missile will kill you, you will want to either the Hornet or Tornado to use the ECMP and escape death by missile. This means you need to make the rest of the missiles hit the ground targets. Although you may be tempted to use the Raptor or other planes to fight it out, it's far easier to have your NPC allies cover you and take out everyone. It works in Rainbow Six -- and it works here in Ace Combat.
<b>SP Game on Expert/Ace/Raging Eagle</b>
Luckily the Nosferatu has the ECMP. However, the ADMM will also help you cut out your losses. Still, the Nosferatu's performance is much better than many of the planes already (save the Raptor, Berkut and Typhoon); you can still use the ECMP tactic and wait for your allies. However, on Expert and Ace, the allies are not as aggressive (or perhaps enemies take more damage) so you may need to fight a little harder yourself to get out alive.  The enemy ace <b>FLYUGER</b> will be one of the green enemies on your way back to the west map edge. You should be able to find him easy with the ADMM -- one of the many reasons to bring that instead of the ECMP along. Be sure to find this guy before triggering the air battalion. This way, it will save your kill by checkpoint.
<b>SP Game for Night Owl</b>
The Tornado's ECMP will be the key to your victory. Naturally, you should've started on normal or you're dumber than we thought.
<b>SP Game for Blazing Griffin</b>
The F/A-18 Hornet is a multirole aircraft with the ECMP. Trade the trusty Rafale for this plane just for this mission.

1 - Invasion of Gracemeria	2 - Vitoze Air Defence	3 - Sipli Fields
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10 - Ragno Fortress	11 - Moloch Desert	12 - WMD Convoy
13 - Liberation of Gracemeria	14 - Capital Patrol	15 - Chandelier

### 13 - Liberation of Gracemeria - *Wings Triumphant*

#### **Summary**

**Return Line** - West map edge

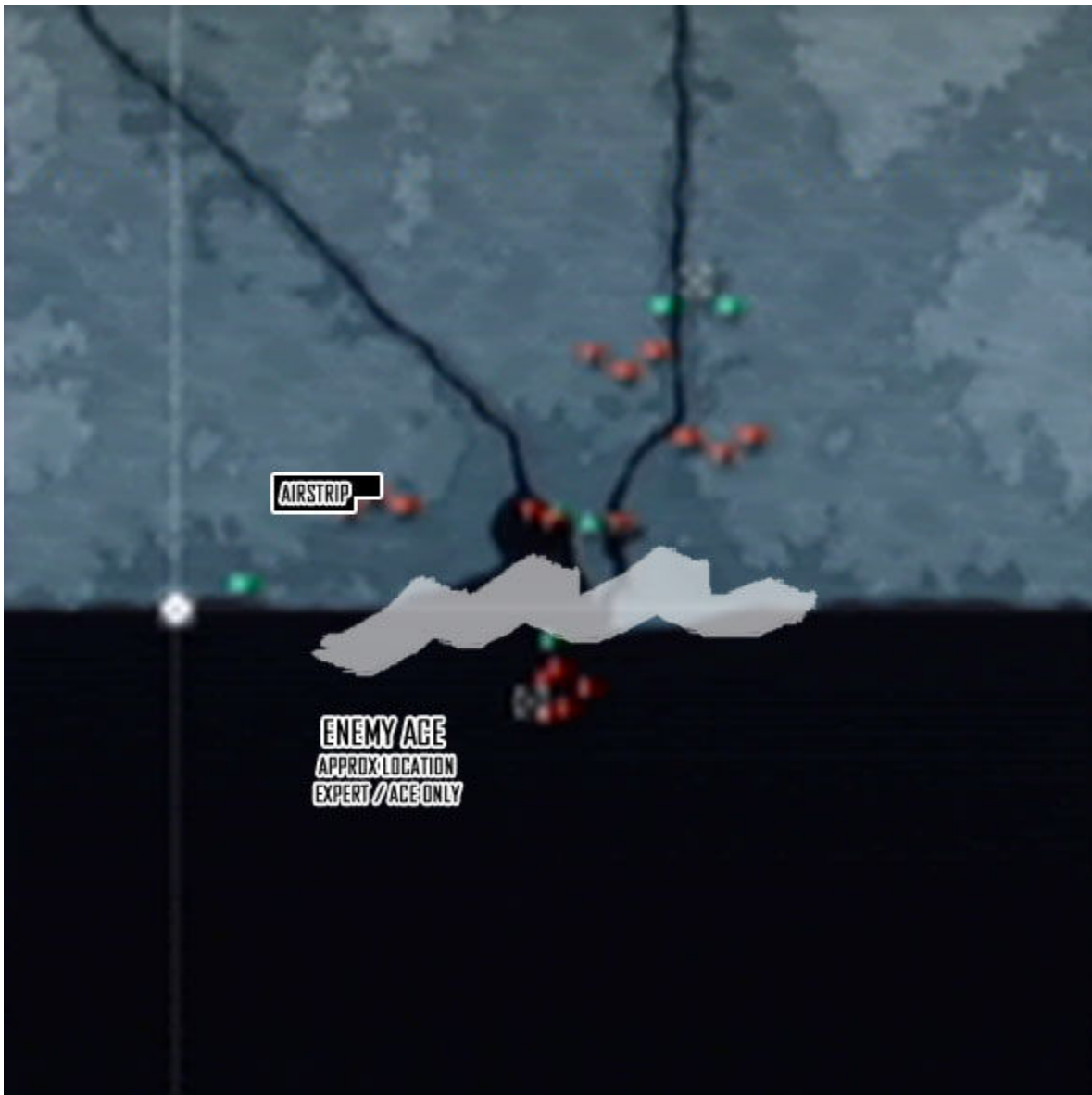
**Forward Airstrip** - Clear operation A (Steel Gunners).

**Starting Point** - 3 spots. West, south and north. Use the western starting point to hit the airstrip quickly. It's faster than the return line and will save your ass in the second phase.

**First phase** - Complete 4 out of 6 operations.

- **Operation A - Steel Gunners** - Anti-ground sortie. The airstrip operation. Take the airstrip and then for ease of success, try operations C, E, and F.
- **Operation B - Dragon Busters** - Anti-ground. This will attack the capitol building. Unfortunately, the enemies will come out like moles and ambush the unit once they are in place. With this many targets, you should use the Nosferatu's ADMM for the best results.
- **Operation C - Warlock** - Anti-ground sortie. Similar to operation B, this is a smaller operation to take over the radio station. Unlike operation B, the number of enemies here are concentrated in a small area and they are far fewer in number.
- **Operation D - Marigold** - Anti-ground sortie. Attack the ships in the harbor and clear the enemies to the King's Bridge. Once the naval enemies are gone, the Marigold and friendly ships can shell enemies in range of their guns.
- **Operation E - Windhover** - Anti-air sortie. This involves downing the enemy ECM planes at high level. Both this and operation F are easy to do.
- **Operation F - Avalanche** - Anti-air sortie. This involves downing the enemy ECM planes at low level. Both this and operation E are easy to do.

**Second phase** - Fulfill the quota and destroy the enemy ace Pasternak.



### **Initial Walkthrough**

This mission will be hard since you will only have unlocked the Typhoon from the last mission. Although it has the XLAA, you will need access to a SAAM or similar weapon (EML) for the enemy ace in the second phase. That said, the only plane with good performance with the SAAM that you will unlock at this point is the Rafale M. While the Typhoon's XLAA is an option, note that the enemy ace will use his ADMM on your aircraft if you stray too far away.

Begin by assisting the Steel Gunners on their retaking of the Gracemeria airfield. Once that's taken, you will be able to repair and re-arm from there to take out the other enemies in the east. The easiest four operations (apart from the vital airfield) are operations C, D, E, and F.

The ground operations C and D are fairly small, if not, then the targets are easy to see (i.e., on open ocean). The air operations E and F are practically stacked on top of one another, so you can blaze through them using the XMA6, SAAM, or XLAA.

Stay away from operation B until you have a machine like the Nosferatu or just playing on easy (where you have double the SP weapon ammo). The number of enemies coming out makes that operation ridiculous.

Once the quota is met, head back to the airfield and equip the SAAM (or XLAA). The boss Pasternak (Strigon Leader New) is a tough customer in his Nosferatu. You will need several missiles to down him and with all the enemies around, you will need the air cover. The SAAM hits reliably if you have the distance for the missile to hit Pasternak before he zips by you. The XLAA and XMA6 are cruder and will need to be "chain fired" to chase after the boss (press B repeatedly while targeting Pasternak).

The easiest method is by the Rafale's SAAM the first time through. Once you have defeated the boss, the penultimate planes (Berkut and Raptor) will be unlocked.

SP Game on Hard
Given the difficulty (or lack of) with Pasternak's agility on normal, you have at least the Berkut's SAAM (more ammo) and QAAM (same) for your choice with Pasternak. Otherwise, the UGBs are helpful against the enemy ships in the bay. Trying to tie down Pasternak with missile flurries won't work until you get your hands on his plane, and you can only do that by beating the campaign on hard mode. And the other operations? If you made it this far on Hard, you should have a fair idea of what to do and what to expect!
SP Game on Exert/Ace/Raging Eagle
The Nosferatu's ADMM makes these missions easy. Since you cannot repair in Expert and Ace mode, the runway only serves as a method to escape Pasternak's missiles by diving straight down at the runway and hitting the Start button to cut to the landing -- this breaks enemy missile locks (and basically renders you invulnerable). If you get into a bind, use the runway to escape. Otherwise, put some distance between you and Pasternak, and let the ADMM fly. The enemy ace <b>VALET</b> may be lingering on the coast of the capital during the initial operations. Search the coastline for a green enemy with this callsign and introduce him to Mr. ADMM.
SP Game for Night Owl
The Tornado being the only thing fast enough to turn with Pasternak, you will need to use the ECMP to rush the enemy and then missile him enough to bring him down. Although it's tempting to bring the Nighthawk to employ its QAAMs, use the Tornado as the Nighthawk will not be able to dodge the enemy ADMM. The runway will be your friend as you re-arm and repair your beat up Tornado and out missile the krezzy fool.
SP Game for Blazing Griffin
The Rafale M will bring back some memories of your first tango with Pasternak as you wrestle your plane to bring the SAAM on his nimble plane. Make sure to attempt all medals on normal, since you don't need to spend your life on a ridiculous medal quest.

1 - Invasion of Gracemeria	2 - Vitoze Air Defence	3 - Sipli Fields
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13 - Liberation of Gracemeria	14 - Capital Patrol	15 - Chandelier

#### 14 - Gracemeria Patrol - City Lights

##### **Summary**

**Return Line** - None.

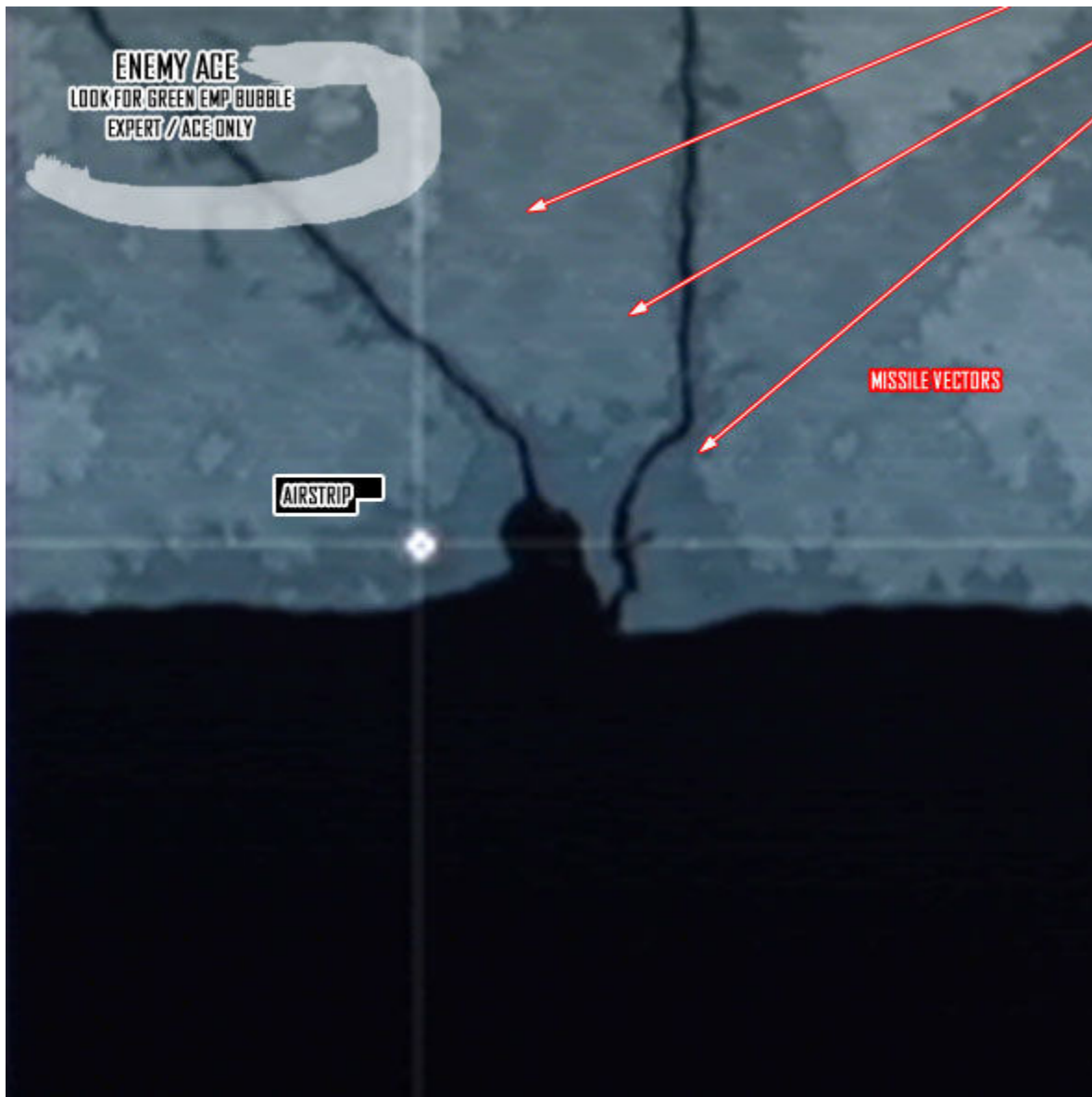
**Forward Airstrip** - West of King's Bridge, check your landform map.

**Starting Point** - No choice.

**First phase** - Follow all waypoints and survive your whiny wingman's bitching sans alcohol and bar girls.

**Second phase** - Destroy all cruise missile cluster warheads before they impact the city.





### **Initial Walkthrough**

With the Berkut and Raptor unlocked, you should have 14 out of the 15 available planes in *Ace Combat 6*. You will need a mass kill weapon here, so consider taking the Raptor out for a spin (it will be a reliable craft on Hard Mode).

Any plane with an XMA6 will be handy for the warheads. You cannot rely on your allies since most of them will be busy fighting off enemy Nighthawks who attack the capital and the ground defences. The Strike Eagle, Typhoon, Rafale, and Raptor all use the XMA6. Pick your favorite and run with it.

After going through the waypoints and listening to the longest bitch-rant in your life, head north of Gracemeria Bay and hold there. Switch to the XMA6 and get ready to fight off 7 waves of cruise missiles.

The mini-map at maximum range lets you spot the missiles' points of impact. Head towards each one and apply the XMA6 and general missiles to down them quickly. If you are going for the Marksman medals, you can try destroying the warheads with just your cannon.

Enemy planes will spawn south of the King's Bridge and start harassing you and your allies. Turn on them when they tail you and knock out just enough so you can get back to missile hunting. Although you can let one or two warheads hit the city, letting too many slip by will be unacceptable.

There is a breather of sort between the 6th wave and the 7th (final) wave. Use that time to hit the airstrip and re-arm and repair. There are three detonation points for the 7th wave, so hit them northwest, northeast and east in that relative

order and you will do fine.

SP Game on Hard
Watch for the reinforcements' missiles. They will kill you like GLaDOS kills test subjects. The extra speed with the Typhoon and Raptor might help, but not by much. Use the airstrip to repair if you take a missile and survive somehow (this sometimes happens since the high-end planes have a lot of defence).  Apart from the higher death curve from missiles, this mission pretty much plays out the same as on Normal mode. This is due to the fact most of the planes have already been unlocked.
SP Game on Expert/Ace/Raging Eagle
The Nosferatu will be forced to land and re-arm after the 5th or 6th wave of cruise missiles if you are using the ADMM a lot. Otherwise, you can save the ADMM on the enemy reinforcements and shoot the warheads with cannonfire.  The EML is another fun option, but with only 24 shots (as opposed to 216 ADMMs) you will need to pick and choose which targets you want destroyed. Stick with the ADMM. The EML you don't even need for the enemy ace <b>DAMA</b> who is that big ECM bubble moving across the battle map. Take him down with the ADMM and be done with it.
SP Game for Night Owl
The Tornado should have a good time of it. The warheads you can down with cannonfire and the enemy reinforcements can be spoofed with ECMP. Not particularly difficult, but just annoying if you run out of ECMP before the enemy runs out of cruise missiles and fighter craft.
SP Game for Blazing Griffin
Not much to say here, except the Rafale's XMA6 works well with this mission. Failing that, you can always use the Strike Eagle, but the lack of mobility hampers its ability to dodge missiles once you let enemies catch up.

1 - Invasion of Gracemeria	2 - Vitoze Air Defence	3 - Sipli Fields
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### 15 - Chandelier - To All Things

#### **Summary**

**Return Line** - South.

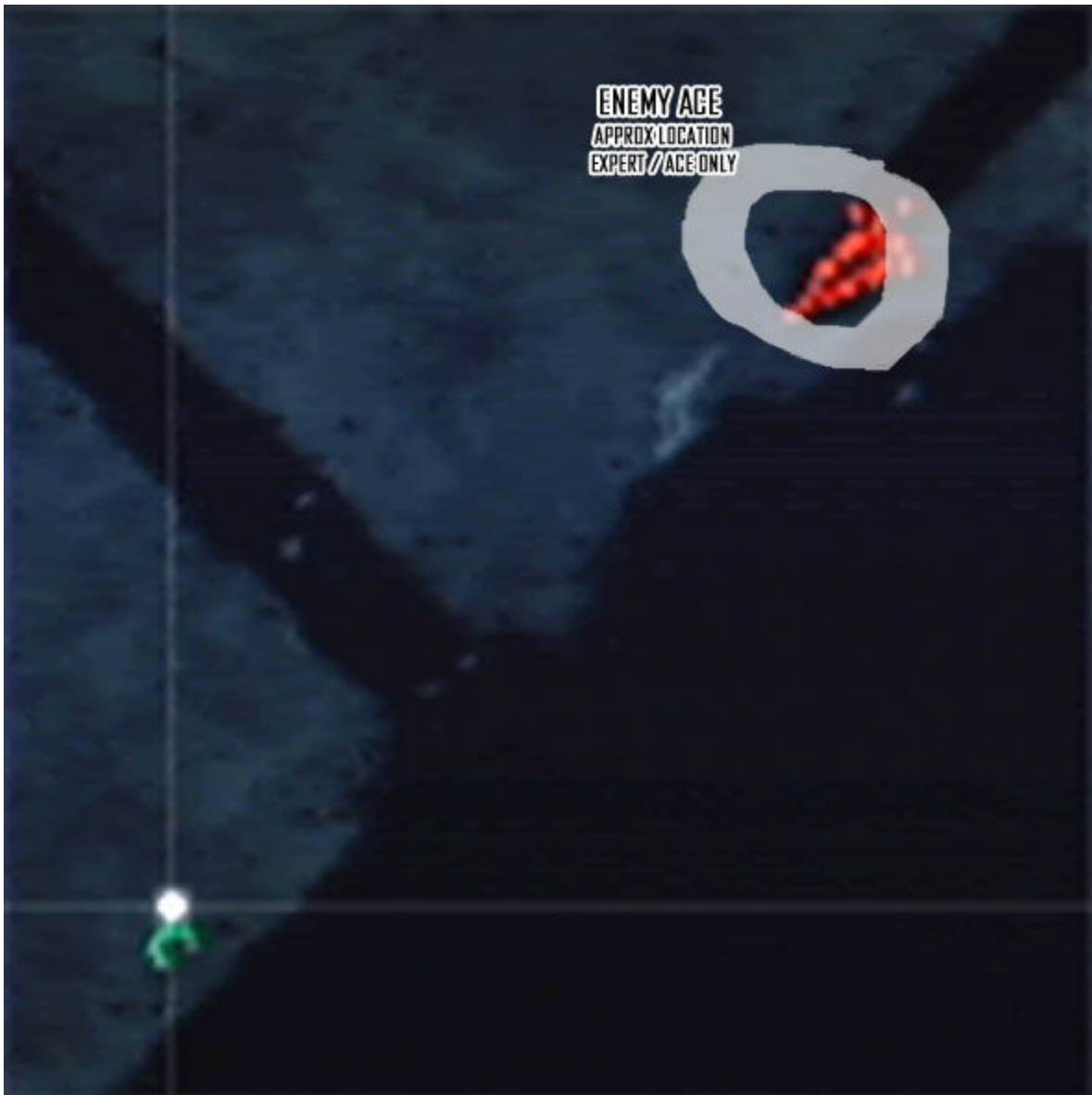
**Forward Airstrip** - None.

**Starting Point** - No choice.

**First phase** - Approach the Chandelier and attack the cooling units as detailed by the hot mom and her whiny daughter. Be sure to avoid missiles and enemy contact until the CG movie of Garuda 2 plays (getting the data) -- that is your checkpoint.

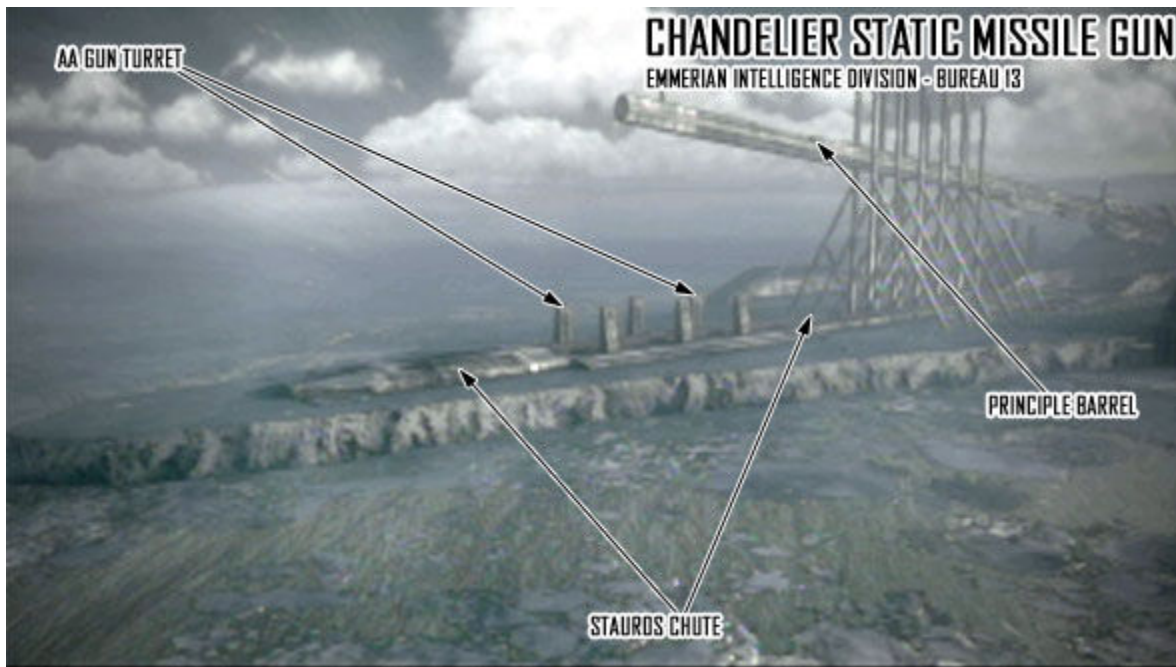
**Second phase** - Destroy the back-up cooling unit (again, wait for a Garuda 2 CG movie to get your checkpoint before you do anything stupid).

**Third phase** - Destroy the Chandelier by doing a Luke Skywalker and not the Arvel Crynyd. See walkthrough.



**Initial Walkthrough**

This mission is a tough one if you are not sure what you are attacking. Clearly though, the Raptor's SOD is the best medicine for the cooling units and missile flingers on the glacier. The Berkut's UGBs are many, but don't do the job when you have to slow down to take aim. The Typhoon's RCL is handy, but the number shots it has is just not enough for what you need done. Stick to the Raptor for this mission on your first time.



First off, fly to the northeast where the weapon is. Avoid all enemies and wait for the chatter between Garuda 2 and Ghost Eye and that krezy woman to stop. When you get a CG cut-scene of Garuda 2's plane, you will get a checkpoint and start with your plane pointed at the missile gun with the cooling units highlighted.

That's your checkpoint.



Blast the cooling units twice -- once to get rid of the unit's armor, then again to destroy the cooling unit. There are 7 cooling units on each side for a total of 14 targets. Your SOD and missiles will be stretched to blast the units and the defences to avoid being shot down.





Attack units quickly and build up your ally attack meter. Use allies to attack the ground forces or generally weaken the cooling units so you can get at them. The allies come in handy when you want to kill the enemy Strigon Flankers and Berkuts who will attempt to missile you out of the sky.



During this time, when you hear (or see -- using the subtitle option) the message about the loading of the Stauros (the cruise missile codename), you will want to go to the front of the missile gun, go under the barrel and fly above the channel where the shells are being loaded. Blast the missile before it loads into the barrel otherwise, it will fire a cruise missile, lending more pandemonium to the mission.



Although you can let a few of the shells through, letting too many through while you go about blasting cooling units lowers your score considerably.

Once the cooling units are all destroyed, fly out in front of the gun and preferably away from the horde of AA gun towers under the barrel. Wait for the Garuda 2 CG movie to kick in where he flies his plane into the Death Star trench and blows up.

You will get a second checkpoint shortly after all the radio chatter.



Follow suit but have the allies attack the AA gun tower under the missile gun's barrel. This gives you a better chance of going into the trench alive, blast the Stauros missile barring your way and hitting the back-up cooling unit underneath the missile gun. Just like in *Battle Engine Aquila*, your plane will pop out the boss' backdoor unscathed. Fly forward to the gun barrel once more.

You will get a third checkpoint after a little more radio chatter.

The final target is the firing chamber. Fly into the gun's open barrel and level out with auto pilot. Make the minor corrections to level out completely and adjust the speed to about 450 KPH. Fly straight in and tap the **Y** button to lock-on the weak spot. Fire all your short ranged missiles and the mission should end.

For the record, the U-turn seen in the ending movie is not possible if you actually had to do the move yourself (regardless of airplane).

<b>SP Game on Hard</b>
<p>The big difference between this mode and normal/easy is apparent. This is all because of the large number of missile flingers on the glacier. Since one or two hits whack you, use the SOD on the defenders first and then go after the cooling units with missiles, gunfire, and SOD.</p> <p>The important thing about the defenders is to use their deaths to build your ally attack meter. Once you have a few blocks to spare, don't use it on the cooling units or ground defenders unless they are clustered together, but rather on the Strigon fighters that have a better chance of killing you.</p> <p>Keeping your distance from the AA guns at the gun barrel is also paramount since you don't want to destroy all the outer cooling units only to be shot down before the checkpoint kicks in. Otherwise, the rest of the mission is about the same as you find it on Normal.</p>
<b>SP Game on Expert/Ace/Raging Eagle</b>
<p>With the Nosferatu, your ADMM will be helpful in eradicating the defenders before they pose too much a threat to you. Again, use the allied attack meter to blast the mo'fo Strigons before they catch you. You will need to be a bit faster with the turns and being so low to the ground to attack the cooling units mean you won't have the height to pull off many high-G turns before you stall and crash.</p> <p>The enemy ace <b>KOROL</b> is the father of Vega who you shot down earlier. He will be mixed with the Strigon defenders above the Chandelier as a green common ground fighter defender. The ADMM is not too picky about what it kills, so use that and sky clear the place for your award.</p>
<b>SP Game for Night Owl</b>
<p>The Tornado's BDSP is a weaker version of the SOD here and not reliable in damaging the cooling units that have angled weak spots. Use missiles on them to get in the needed hits. The BDSP is slow but probably needed to wipe out the missile launchers on the ground.</p> <p>Other than that, you can try the ECMP and you will be able to survive the missile lock-ons for a little while. That is not a recommended tactic however -- it leaves you under-armed when you have many targets to destroy.</p>
<b>SP Game for Blazing Griffin</b>
<p>The Rafale has an SOD and the Strike Eagle has an SFFS (with 10 fewer shots). Take your poison and know that your allies are needed to beat off the Strigon planes, otherwise they will probably zap you in the sky at the most inconvenient of times.</p>