

STRIKE COMMANDER™ PLAYTESTERS' GUIDE



ORIGIN®

Performance; Max speed (with wing-tip AAMs), 1,300 mph (2170 km/h) at 40,000 ft (12190m) or Mach = 2.05, or 915 mph (1472 km/h) at sea level or Mach = 1.2; tactical radius (interdiction mission HI-LO-HI) on internal fuel with six 500-lb 227-kg MK 82 bombs), 340-miles (550 km)

STRIKE COMMANDER™ PLAYTESTERS' GUIDE



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*To my husband Dick
and to all who helped make this book possible.*

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Strike Commander™

Directed and Produced by Chris Roberts



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MAP ICONS



A-10



Tornado



Installation



F-15



Tu-95



City/Factory



F-16



C-130



Mobile SAM



F-18



E-3



Stationary SAM



F-22



747



40mm Gun



YF-23



Lear Jet



Radar



Mirage 2000



PT Boat



ZSU



MiG-21



Destroyer



Armor



MiG-29



Carrier



Strike Base



Su-27



Tanker



COMBAT NOTES



(With selected comments and examples by Tim Ray.)

MISSION TYPES

To successfully fly the missions you'll encounter as a Wildcat, you'll want to know the tactical maneuvers of primary military fighter missions. Although Wildcat missions are not referred to in military terms, understanding objectives and criteria for each mission will certainly help you with your tactical decisions. Air-to-air missions (AAM) include intercept and escort missions. Air-to-ground missions (AGM) include interdiction, close air support and naval strikes.

AIR-TO-AIR

Air Superiority. The objective of this type of mission is to intercept enemy aircraft that are penetrating your airspace, or to attack and overcome enemy planes defending airspace of their own. Get to engagement range quickly, then slow down to the optimal dogfight speed of 450 knots when you actually engage the enemy. Your aircraft must carry enough ordnance to maintain *combat persistence* — the ability to shoot down several enemy aircraft in a single mission. Primary weapons are radar-guided missiles, such as AMRAAMs, that can lock onto a target beyond visual range. If you must engage the enemy in a dogfight, Sidewinders and the Vulcan cannon become your weapons of choice. While you need to carry enough ordnance for combat persistence, you must also maintain the lowest weight to minimize drag. For these type missions, you want to be piloting an aircraft that can both maneuver quickly with a tight turn radius and accelerate rapidly. This duality just happens to describe the F-16, a formidable fighting machine in the hands of an experienced pilot.

Escort. Your objective is to escort and protect another aircraft. Tactical maneuvers will depend upon the type of enemy you encounter, either in the air or on the ground. It's good to position yourself above and behind the plane you're escorting so you can keep an eye on its tail. If it's attacked, it will usually veer off and might climb. Take out the closest and biggest threats first. Do not let the enemy lure you away from your charge, leaving it undefended. It's a good idea to pack light-weight weapons with guidance systems, such as Sidewinders, and possibly a few Mavericks to handle any ground-based anti-aircraft fire.

AIR-TO-GROUND

Air and ground defenses tend to function in tandem — a valuable ground target may be supported by air defense, surface-to-air missiles and ground troops. After an air-to-ground mission briefing, assess the level of defenses likely to be encountered, then choose weapons accordingly. If you're lucky, there will be nearby mountainous terrain through which you can plan your delivery route. (Note that autopilot, while easy to use, will not necessarily deliver you precisely where you want to start your attack run.) Always look for ways to use terrain as a shield against hostile ground fire.

A typical strategy for a heavily defended target is to:

- 1) Sweep for enemy aircraft with air-to-air missiles.
- 2) Silence SAMs and anti-aircraft with weapons you can launch without flying over the target, such as Mavericks and rockets. GBU's will also work, but don't use expensive weapons on a SAM unless you have to.
- 3) Hit the now undefended primary target with bombs, such as Mk82s and Mk20s. You might include Durandals if a runway is on your hit list, but Mk82s are a cheaper and more efficient solution if you can drop them accurately. You can take out a runway in one pass with Mk82s, while it usually takes two passes with Durandals.

On at least one mission, you'll only be responsible for clearing out the air defenses so a bombing flight can attack the main target. In general, though, you and your wingman will be required to pack weapons to combat both enemy aircraft and ground units. This means you will often be dogfighting with the increased drag of a bomb load you have not yet been able to drop.

If you have to take out AAA that are defending your primary target, first look for a radar dish that might control all the guns. (Many SAM networks operate autonomously, but it still pays to check for a central control.) Once their radar guidance is destroyed, AAA are much easier targets. (Of course, if they're not shooting, don't waste ammunition on them, unless they're part of your mission objective.)

Interdiction targets are usually strategic and deep within enemy territory. The objective is to inhibit the enemy's tactical movement, neutralizing its efforts to advance forces from the rear. The weight of a sufficient number of bombs needed to destroy a complex of targets will noticeably increase drag and inhibit your maneuverability until you drop your load. Armament choice is dictated by the nature of your target and its anticipated defenses.

Close Air Support (CAS). In this mission, you lend air support to ground troops by knocking out enemy units, then contribute muscle to your ground positions. This means target accuracy is a must — the last thing you want to do is hit your ground troops with "friendly fire." Rely on your F-16's superior electronics to detect enemy radar blips. Once in the target vicinity, hit the things shooting at you first, then concentrate on other ground targets. If necessary, make a hard turn and hit the afterburners to get clear of the area until you're ready for another pass. Precise weapons like the Maverick lend themselves well to CAS.

Naval Strikes. These can vary greatly, but the worst scenario you'll probably encounter is an aircraft carrier. Destroyers will often maintain a close perimeter defense, while PT boats cover a wider defensive zone. Combat Air Patrol (CAP) might be covering aerial approaches. Since you fly with only one wingman, both of you will typically be loaded with both AAMs and bombs. The first step in breaching a heavy naval defense of this sort is to gain air superiority. When you've defeated the fighters, bomb the patrol boats and destroyers enough to gain a clear line of approach on the carrier, and then take it on. (It's safest to use guided bombs or Mavericks on carriers.)

AIR-TO-AIR WEAPONS

MISSILES

There is one medium range missile in the game, the AMRAAM, and two short range missiles, the -9J and -9M Sidewinders. Unless you're saving your AMRAAMs for some other purpose, target one as soon as you spot an opponent's approach on your radar, and launch it as soon as the IN RNG indicator lights. (This will usually be beyond visual range.) Upon launch, the AMRAAM has 70 seconds to find its target before exploding. This missile is highly maneuverable, guided by a very accurate semi-active radar with computerized target discrimination. In other words, it's hard to shake once it locks onto its target.

If you connect, you'll have one less bandit in the ensuing dogfight. Ready your Sidewinders and gain altitude so you'll have an energy advantage when you meet the other bandits. Sidewinders are short range infra-red homing missiles. The AIM-9J is a rear-aspect missile. Its seeker head has to lock onto the exhaust heat of the target, requiring you to lock on from the rear hemisphere of your opponent. When launched, it has only 40 seconds to find its target before exploding. This short duration is actually good because AIM-9Js are easily distracted by flares and other heat sources, even the sun, and you don't want them wandering around in your flight path.

The AIM-9M is an all-aspect missile, meaning that you can take a frontal shot with it. When launched, the -9M has 60 seconds to find its target before exploding. Although the -9M has a more sensitive seeker head, it can still be diverted to another heat source, including your own planes.

Use your all-aspect missiles (AMRAAM and AIM-9M) at the beginning of an air engagement, if you have the range. Optimal firing range for a Sidewinder is around 2 to 6 nautical miles, depending on closure rate. Optimal firing range for an AMRAAM is 2 to 30 nautical miles. (Faster closure rates dictate longer firing ranges.) If you fire as the enemy closes, his flares and chaff will be less effective since he will be closer to the missile than his decoys are. If he is smart enough to drop decoys and turn away, you will at least begin the dogfight at an advantage because he will be pointed in the wrong direction. If you fire all-aspect weapons too early, a competent opponent will turn, decoy the weapon and turn back into you before you can get on his tail.

GUN

In general, the gun is considered the weapon of last resort in a dogfight. The Wildcats think differently. The Vulcan cannon has two advantages over any other weapon in the game: 20mm ammunition is dirt cheap, and you always have the cannon loaded at the start of a mission.

You don't always have to shoot up an enemy plane until he flames to get the kill. This becomes important if you are outnumbered or if you are low on ammo. Most gun kills from behind hit the enemy's engine, rendering him *hors de combat* without a lot of impressive smoke and fire. Watch how he's flying. If he's paying more attention to keeping his nose out of the hills than chasing you, leave him alone and go get his buddy, who is probably lining up on your tail. Even if your damaged opponent manages to gain enough energy to become a threat again, he will be an easy clean-up after you take care of the healthy planes. Always kill the dangerous targets first.

Your Vulcan is definitely the weapon of choice if the target can't shoot back. From time to time in *Strike Commander* you are called upon to shoot down bombers, Lear Jets, C-130s and other defenseless planes. The gun is the most economical way to kill unarmed targets.

One other note relative to guns — at times, the only warning you will have that an enemy is on your tail is when he opens fire. If this happens, break *hard* away from the tracer stream.

AIR-TO-GROUND WEAPONS

IR GUIDED

Your most reliable air-to-ground weapons are the AGM-65D Maverick and the GBU-15 bomb, both guided by an imaging infrared seeker. Since these are two of the most expensive weapons you can buy, you'll want to develop an accurate approach and delivery technique.

On the initial Maverick run to a defended ground target, go as slowly as you can. Turn off the ground radar when you are lined up in the general direction of the target and bring up your Gun Camera just before you cycle through the ground targets. It's a bad idea to have two MFDs up at the same time, because the left MFD will hide the missile warning lights. *Always* make sure you can see the missile warning lights.

The Gun Camera zooms in automatically when you close to 5000 meters range. Most AAA fire becomes effective at 1500 meters, so you have 3500 meters of time to acquire targets and launch weapons at the ground defenses. You want to cross that 3500 meters as slowly as possible.

Guided missiles allow you to launch without exposure to ground fire. When launched, a Maverick has one minute to reach its target before exploding. But if it hits its mark, you can be confident that the job is done.

Try to spot the dangerous targets, put a Maverick on each of them, and turn away to give your missiles time to hit. Check the Victim Camera after you launch so you can see which targets were hit and which require more attention. Then come around again with bombs (or rockets or even guns) to clean up the rest of the ground targets. If you handle your Mavericks correctly, your exposure to ground fire is significantly reduced.



The GBU-15 has an infrared guidance system but is not self-powered. Radar-designate your target and wait for the IN RNG indicator to light up on the HUD. The GBU-15 then glides, with infrared guidance, for a maximum of 4000 meters toward its target.

ROCKET PODS

Rockets are unguided but they have their own power source, allowing you to fire from more than twice the range of your Vulcan. These rockets can usually run about 3000 meters during their 30-second flight and explode only upon impact. This means you should be able to hit your target without flying directly over it.

Rockets are the weapon of choice for the veteran ground attack pilot. They are cheap and deadly, and have a limited stand-off capability. Rocket attacks on defended targets are not for the faint of heart.

The Gun Camera will be little help in executing a rocket attack. (You can't lock with a rocket, so the Gun Camera won't zoom in on your intended victim for you.) If you come in against a defended target and cannot locate the AAA from a distance, you will have to wait until they open up on you or your wingman to line up and take your shot. Avoid flying directly over live AAA units. Take the shot and break off, preferably toward another target. Keep your speed around mach 0.6-0.8 and try not to fly in a straight line for too long.

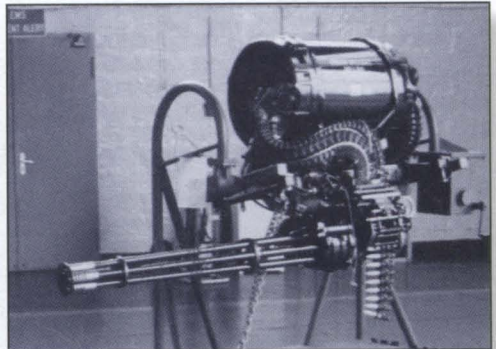
UNGUIDED BOMBS

Accurately delivering air-to-ground munitions is influenced by such factors as bomb ballistics, dive angle, weapon release parameters and range. On-board targeting computers continuously account for these factors when targeting unguided bombs. When you select a Mk20, a Mk82 or a Durandal for your weapon, you will automatically be in either CCIP or CCRP computer mode. See *SUDDEN DEATH*, p. 75, for specifics on dropping unguided bombs.

GUN

For each mission, you will have a Vulcan cannon with 1000 rounds of 20mm shells, but at 30 rounds per second, you can deplete your ammunition quickly. (One person on the *Strike* development team loved using the Vulcan above all other weapons, even for ground attack, but he was more than a bit eccentric.) The Vulcan is the ground attack weapon of last resort. It has all the problems of rockets, with the added disadvantages of shorter range and no area of effect. Hitting your target with the Vulcan is very difficult and often requires close and prolonged exposure to enemy ground fire. It is next to impossible to hit smaller ground objects (like a 40mm gun) with the F-16 Vulcan.

If you must use your cannon for a ground attack, try to go after large, soft targets like hangars and fuel drums. Keep an eye on the altitude and don't catch hill disease. The small amount of damage inflicted by a 20mm Vulcan (compared to rockets or bombs) means you will either have to stay on target for a long time, or you will have to make multiple low-level attack runs. Also remember that if you're down to just your Vulcan, try to save two or three hundred rounds for unpleasant surprises on the way home.





PILOTS



DEFINITION AND RANGES OF STATS

TH (trigger happy)	conservative (0)	to (16) wasteful
CN (confidence)	easily scared off (0)	to (16) very hard to scare
VB (verbosity)	never talks (0)	to (16) talks a lot
LY (loyalty)	never follows orders (0)	to (16) always follows orders
FL (flying) *	no skill (0)	to (16) best skill
AG (air-to-ground) *	no skill (0)	to (16) best skill
AA (air-to-air) *	no skill (0)	to (16) best skill
SM (showmanship)	no showing off (0)	to (16) very showy
AG (aggressiveness)	cautious (0)	to (16) aggressive

* These three stats require a bit of explanation. Air-to-Ground skill is a measure of how accurate a pilot is when attacking ground targets. Air-to-Air skill is a measure of how accurate a pilot is with air-to-air weapons, including guns and missiles. Flying skill is a measure of overall skill, including tactics, situational awareness (including the ability to detect enemy planes and missiles), ability to maneuver and how effective the pilot is at staying on an enemy's tail.

Also, these three stats vary for enemies, based on whether you are flying at Ace, Veteran or Rookie level. The first number in each triplet is the enemy's skill when you are flying at Ace level; the second gives his skill when you're flying at Veteran level, and the third when you're flying at Rookie level. For example, say that you are flying a training mission, and you choose veteran opponents. If you yourself are flying at Ace level, your veteran opponents have FL-10, AG-13 and AA-10. If you're flying at Rookie level, your veteran opponents have FL-2, AG-3 and AA-2. Obviously, flying at Rookie level gives you much easier opponents than flying at Ace level. (Note, though, that you score fewer points when flying at Rookie level — see **Scoring**, pp. 82-83.)



WILDCATS

All Wildcat pilots execute basic dogfight maneuvers with proficiency, including:

- Immelmann turn
- Split S
- Scissors
- Pursuit
- Rollaway
- Jink

Wildcat priorities during combat tend to be the same:

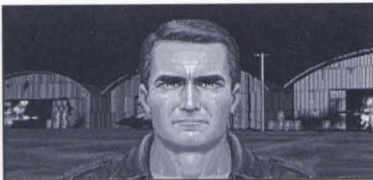
- 1) Protect self
- 2) Obey leader
- 3) Accomplish mission
- 4) Secure the area
- 5) Stay in the radius of combat

Stern is an exception. His first priority is to *accomplish mission*; *protect self* is secondary, then *secure the area*, and lastly, *stay in the radius of combat*. (He is always wingleader when you fly with him, so *obey leader* is not a consideration.)



James "Hawk" Stern

Trigger Happy.....	2
Confidence	16
Verbosity	6
Loyalty	16
Flying	15
Air-to-Ground	15
Air-to-Air	15
Showmanship.....	6
Aggressiveness.....	13



Lyle "Baseline" Richards

Trigger Happy.....	2
Confidence	15
Verbosity	8
Loyalty	16
Flying	13
Air-to-Ground	12
Air-to-Air	13
Showmanship.....	0
Aggressiveness.....	9



Billy "Primetime" Parker

Trigger Happy.....	10
Confidence	14
Verbosity	12
Loyalty	13
Flying	15
Air-to-Ground	9
Air-to-Air	15
Showmanship.....	16
Aggressiveness.....	15



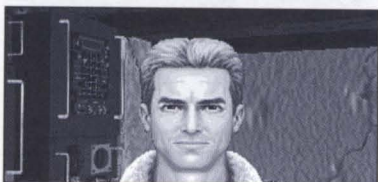
Gwen "Phoenix" Forrester

Trigger Happy.....8
 Confidence14
 Verbosity14
 Loyalty12
 Flying10
 Air-to-Ground14
 Air-to-Air12
 Showmanship.....9
 Aggressiveness.....12



Miguel "Zorro" Schraeder

Trigger Happy.....1
 Confidence16
 Verbosity2
 Loyalty15
 Flying13
 Air-to-Ground13
 Air-to-Air14
 Showmanship.....0
 Aggressiveness.....12



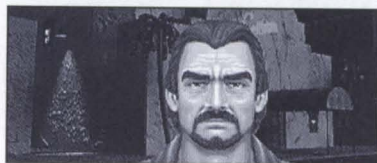
Clayton "Tex" Travis

Trigger Happy.....6
 Confidence15
 Verbosity12
 Loyalty13
 Flying12
 Air-to-Ground12
 Air-to-Air14
 Showmanship.....5
 Aggressiveness.....15



Janet "Vixen" Page

Trigger Happy.....4
 Confidence16
 Verbosity10
 Loyalty11
 Flying13
 Air-to-Ground10
 Air-to-Air13
 Showmanship.....8
 Aggressiveness.....13



Jean-Paul "Jackal" Prideaux

Trigger Happy.....4
 Confidence16
 Verbosity16
 Loyalty4
 Flying16
 Air-to-Ground12
 Air-to-Air16
 Showmanship.....12
 Aggressiveness.....16

Training Missions

<i>Pilot</i>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
Rookie opponent	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
Veteran opponent	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
Ace opponent	0	16	16	10	16/8/4	16/8/4	16/8/4	8	16

Wildcats

<i>Pilot</i>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
C-130 (Gwen)	0	5	10	10	0	0	0	0	0

Allies

<i>Pilot</i>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
C-130 (Mauritania)	0	5	10	10	0	0	0	0	0
E-3 Sentry (California Again)	0	5	10	10	0	0	0	0	0
F-15 (California Again)	10	10	16	8	12	13	10	12	9
A-10 (Germany)	5	13	10	16	10	15	12	5	10
Janet Page (Finale)	4	16	10	11	13	10	13	8	10

Enemies

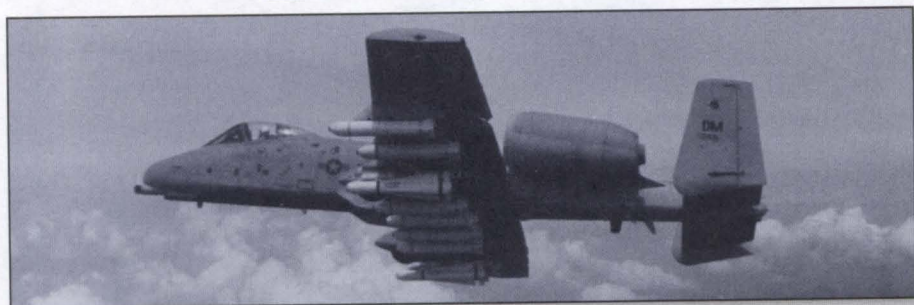
<i>Pilot</i>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
A-10 (Alaska, Arizona, Rhode Island)									
<i>Veteran</i>	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
<i>Ace</i>	1	15	16	10	14/7/3	15/7/3	15/7/3	8	15
C-130 (Quebec — Hammerheads)	0	5	10	10	0	0	0	0	0
E-3 Sentry (Alaska, Arizona)	0	5	10	10	0	0	0	0	0
F-15 (Alaska, Rhode Island)									
<i>Rookie</i>	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
<i>Veteran</i>	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
<i>Ace</i>	1	13	15	10	14/7/3	13/6/3	15/7/3	8	15
F-15 (California — mercenaries)	10	10	15	8	12/6/3	13/6/3	10/5/2	12	9
F-15 (California — Global Oil)									
<i>Rookie</i>	10	14	16	10	8/4/2	8/4/2	8/4/2	8	12
<i>Veteran</i>	4	15	10	16	12/6/3	12/6/3	12/6/3	4	15
<i>Ace</i>	1	16	10	10	15/7/3	15/7/3	15/7/3	6	16

More Enemies

<u>Pilot</u>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
F-15 (Rhode Island, Finale — IRS)									
Rookie	6	12	16	10	9/4/2	9/4/2	9/4/2	6	12
Veteran	4	14	10	16	13/6/3	13/6/3	13/6/3	4	12
Ace	2	16	8	10	15/7/3	15/7/3	15/7/3	6	15
F-16 (Alaska, Arizona, Rhode Island)									
Rookie	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
Veteran	5	12	10	15	10/5/2	13/6/3	10/5/2	5	10
Ace	0	16	16	10	15/7/3	13/6/3	14/7/3	8	15
F-18 (Alaska, Arizona, Rhode Island)									
Rookie	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
Veteran	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
Ace	2	13	15	10	14/7/3	14/7/3	15/7/3	8	14
F-18 (California Again)									
Rookie	12	10	16	9	6/3/1	8/4/2	6/3/1	8	14
Veteran	6	12	12	16	10/5/2	10/5/2	11/5/2	10	14
Ace	5	14	16	10	14/7/3	13/6/3	13/6/3	13	16
Mirage (Mauritania, Egypt)									
Rookie	10	9	16	10	6/3/1	8/4/2	6/3/1	8	9
Veteran	5	12	10	16	10/5/2	13/6/3	10/5/2	5	10
Ace	2	14	16	10	14/7/3	13/6/3	13/6/3	8	16
Mirage (Peru Again)									
Rookie	8	10	16	10	6/3/1	8/4/2	7/3/1	8	12
Veteran	6	13	10	16	10/5/2	13/6/3	10/5/2	5	10
Ace	3	14	16	10	15/7/3	14/7/3	13/6/3	9	16
MiG-21 (Mauritania, Egypt)									
Rookie	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
Veteran	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
Ace	1	15	16	10	14/7/3	14/7/3	13/6/3	8	14
MiG-21 (Peru)									
Rookie	10	10	16	10	6/3/1	8/4/2	4/2/1	8	9
Veteran	6	12	10	16	11/5/2	12/6/3	9/4/2	5	10
MiG-29 (Peru, Peru Again)									
Rookie	10	10	16	10	5/2/1	8/4/2	6/3/1	8	10
Veteran	6	10	10	16	9/4/2	13/6/3	10/5/2	5	10
Ace	2	16	16	10	14/7/3	13/6/3	12/6/3	7	15

More Enemies

<u>Pilot</u>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
MiG-29 (Egypt)									
Rookie	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
Veteran	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
Ace	1	15	10	10	15/7/3	13/6/3	14/7/3	8	16
MiG-29 (Finale — Janet Page)									
	4	16	10	11	13/6/3	10/5/2	13/6/3	8	13
MiG-29 and Su-27 (Quebec — Hammerheads)									
Rookie	12	10	16	10	10/5/2	8/4/2	6/3/1	8	10
Veteran	6	13	10	16	14/7/3	13/6/3	12/6/3	5	10
Ace	10	16	16	10	15/7/3	12/6/3	15/7/3	8	16
MiG-29 and Su-27 (Turkey, Turkey Again — TransWorld)									
Rookie	14	10	16	10	8/4/2	8/4/2	9/4/2	8	10
Veteran	6	13	10	16	12/6/3	13/6/3	12/6/3	10	10
Ace	8	14	14	10	15/7/3	15/7/3	14/7/3	10	16
MiG-29 and Su-27 (Finale)									
Rookie	10	10	16	10	8/4/2	8/4/2	8/4/2	9	11
Veteran	5	13	10	16	11/5/2	13/6/3	11/5/2	7	12
Ace	2	15	16	10	15/7/3	15/7/3	15/7/3	12	15
Tornado (Germany — British)									
	7	16	11	16	14/7/3	14/7/3	13/6/3	9	13
Tu-95 (Egypt)									
	4	5	10	10	0	15/7/3	0	0	0
YF-23 (Finale — Prideaux)									
	4	16	16	4	16/8/4	12/6/3	16/8/4	12	16
747 (Rhode Island — IRS)									
	0	5	10	10	0	0	0	0	0
Lear Jet (Quebec, Turkey Again)									
	0	5	10	10	0	0	0	0	0
Lear Jet (Finale — Mendez)									
	0	4	16	8	8/4/2	0	0	3	0



WEAPON LOADOUTS

Each time a Wildcat wingman flies with you, there is a pre-assigned loadout for the wingman's plane. If you currently have all of this pre-assigned ordnance on hand, the wingman will fly with that loadout. If you are lacking some or all of the pre-assigned ordnance, the wingman will fly without the ordnance you lack. Substitutions are not possible — for example, if you only have 9M Sidewinders, and the pre-assigned loadout calls for 9Js (as most of them do), your wingman will fly without Sidewinders of either type. Be aware before each mission what ordnance your wingman will be requisitioning, and try to have that ordnance in stock. (Also note that wingmen often don't fully load a hardpoint with missiles or bombs.)

Gun ammunition, chaff and flares are all included in overhead. Both you and your wingmen begin each mission with a full load of each, without your having to purchase or allocate them.

Enemies begin each mission with the full load listed.

<i>Weapon Abbreviation</i>	<i>Description</i>
20mm, 23mm, 27mm, 30mm, 30mmgau.....	Gun ammunition
9J (AIM-9J Sidewinder).....	Short range air-to-air missile
9M (AIM-9M Sidewinder).....	Short range air-to-air missile
AM (AMRAAM).....	Advanced medium-range air-to-air missile
GBU (GBU-15).....	Guided bomb
Mav (Maverick)	Guided air-to-ground missile
Dur (Durandal)	Unguided anti-runway bomb
Mk20, Mk82.....	Unguided bombs
LAU (rocket pod).....	Unguided air-to-ground rockets. Each pod contains 19 rockets.



Wildcat Wingman Loadouts

	<u>Gun</u>	<u>Missiles</u>	<u>Guided Bombs</u>	<u>Unguided Bombs</u>
Air-to-Air (Light)	20mm (1000)	9J (2)		
Air-to-Air (Heavy)	20mm (1000)	9J (4)		
GBU (Light)	20mm (1000)	9J (2)	GBU (2)	Mk20 (6)
GBU (Heavy)	20mm (1000)	9J (2)	GBU (2)	Mk82 (6)
Bomb (Light)	20mm (1000)	9J (2)		Mk82 (6)
Bomb (Heavy)	20mm (1000)	9J (2)		Mk20 (6), Mk82 (6)
Maverick (Light)	20mm (1000)	9J (2)	Mav (6)	LAU (2)
Maverick (Heavy)	20mm (1000)	9J (2)	Mav (6)	Mk82 (6)
Rocket Pods	20mm (1000)	9J (2)		Mk82 (6), LAU (2)
Durandal	20mm (1000)	9J (4)		Dur (6), Mk82 (12)
Gun	20mm (1000)			

Other Aircraft Loadouts

	<u>Gun</u>	<u>Missiles</u>	<u>Guided Bombs</u>	<u>Unguided Bombs</u>
A-10 (Alaska, Arizona, Rhode Island)	30mm (1174)		Mav (12)	
A-10 (Germany)	30mm (1174)		GBU (4)	
F-15	20mm (900)	9J (4)		
F-16	20mm (1000)	9M (2)		
F-18	20mm (600)	9J (2)		
F-22	20mm (940)	9M (4), AM (4)		
Mirage	30mm (250)	9J (2)		
MiG-21 (Mauritania)	23mm (400)			
MiG-21 (air-to-air)	23mm (400)	9J (2)		
MiG-21 (bombing)	23mm (400)			Mk82 (6), LAU (4)
MiG-29 (air-to-air)	30mm (500)	9J (2)		
MiG-29 (bombing)	30mm (500)	9J (2)		Mk82 (12)
Su-27	30mm (900)	9M (4)		
Tornado	27mm (500)	9M (4)		
Tu-95 *				Mk82 (24)
YF-23	30mm (940)	9M (4), AM (4)		

C-130, E-3 Sentry, Lear Jet, 747: No weapons

* All fighters carry 30 chaff rounds and 30 flares except the Tu-95, which carries neither. The non-fighters (C-130, E-3 Sentry, Lear Jet and 747) do not carry decoys.

MISSION-BY-MISSION TACTICS

The mission information included in this section assumes that you will autopilot from nav point to nav point on your designated flight path, unless it indicates otherwise. The nav points are the locations highlighted on your cockpit map. They are the points at which you come out of autopilot and regain piloting control. Autopilot will also end when enemies are detected along your flight path between nav points. You will be unable to autopilot out of an action sphere until it is cleared of enemy planes. Therefore, if you need to cut and run, you'll have to hit the afterburners yourself.

Following the mapped path will lead you to the sequential objectives you must achieve in order to accomplish the mission and ultimately win the game. In addition to the spheres marked in the game, however, there are occasional surprises. We have included these under **SAS** (Secret Action Spheres) within the missions in which they occur. Once you accomplish the goals of a particular mission, you may want to chart your own flight path and see what's out there.

DIFFICULTY OPTIONS

Choosing **ROOKIE**, **VETERAN** or **ACE** in the Option Menus has a pronounced effect on the difficulty of missions. As an **Ace**, your enemies will have the maximum Flying, Air-to-Air and Air-to-Ground skills (ranging from 4 to 16). As a **Veteran**, these three enemy skills will be no more than half as good, ranging from 2 to 8. As a **Rookie**, enemy skills are cut in half again, ranging from 1 to 4.

CHOOSING A WINGMAN

After a few missions, you will get a feel for which Wildcat pilot you prefer as your wingman on each type of mission. **Stern**, of course has the greatest loyalty and the best all around fighting skills, but he won't be available by the time you can start choosing your wingman.

- **Billy** is a fine pilot with plenty of aggression, but he's pretty loose with his ammo, and he can get flaky on you if he gets hit. Overall, he's the best dogfighter.
- **Gwen** is just above average in her flying and air-to-air skills, but she's your best bomber. She's even less loyal to you than Billy, though. Be careful and don't accidentally shoot her plane, because she might just get mad and leave.
- **Lyle** will be just as loyal to you as Stern, but his flying and air-to-air skills are only average. He is highly conservative with ammo and will stick with you through thick and thin.
- **Miguel** is a good bomber and an excellent dogfighter who is very conservative with ammo. He's highly loyal and will hang in a battle as long as you do. He's the best pilot for combined air and ground attack missions.
- **Tex** is a reasonably good pilot and great to listen to, if entertainment is a high priority. He won't get in your way, and he'll hold his own, particularly in missile combat.

SITUATIONAL AWARENESS: FINDING AND TRACKING THE ENEMY

You must first locate the enemy in order to kill him. Your eyes alone usually won't be enough. Learn how to use both your RAW scope and your radar (air-to-air and air-to-ground) to find your target.

Several options (available at the option screens) help you find and track targets. None of the following options are available to real-world F-16 pilots, but they might make your game more fun to play:

SMART RAW SCOPE	AUTO TARGETING
SMART RADAR	360° LOCK
360° RADAR	

RAW Scope. In basic (unaugmented) mode, if your aircraft is in an emitting radar's view cone, the RAW scope shows where the radar emitter is in relation to your aircraft. With SMART RAW SCOPE activated, it shows all radar sources in the action area no matter which way they are facing. (Ground radar sources always show up in either mode, since they have a 360° view cone.) Turn your plane until the radar source you want to target is at the top of the RAW scope.

Radar. Your radar is a primary aid in target acquisition. If you see a radar source on the RAW scope, or if you think you might be within range of a non-radar source that you want to target, bring up the Air-to-Air or Air-to-Ground Radar MFD (whichever is appropriate) (hit **R**). You should see a square "blip" on the screen. If the blip (called a contact) is close to the bottom of the screen, change the scale of the radar (using **I**) until the contact is toward the top of the MFD. With SMART RADAR activated, the radar displays different icons for friendly and enemy blips, so it's easier to identify targets.

In basic (unaugmented) mode, the radar scans a 180° arc ahead of your aircraft. It may be necessary to turn your plane to acquire the target on radar. You can also run the radar with 360° RADAR activated, which puts your plane in the center of the screen at all times and lets the radar scan all around you. It is very easy to keep track of everything in the sky with this function. A word of warning: If you depend on 360° RADAR too much, you will feel blind when it gets shot off.

Music. Often, the first cue you'll get that enemy aircraft are in the area is the music. The music in the game changes in response to the presence of enemies.

Targeting. If you activate the AUTO TARGETING option, you'll get a target icon on your HUD as soon as you're roughly facing a target. If you want to keep track of your prey anywhere in the sky, activate 360° LOCK in the option screens. You'll never lose him.

MISSION ANALYSES

You might notice occasional contradictions and discrepancies in the mission analyses. This is intentional. Each mission can be played with a variety of strategies — choose the strategy that works best for *you*. You're sure to work out your own favorites.

PURCHASING WEAPONS

You load weapons on your plane from your available inventory. It is important to note that any time you are flying with a Wildcat on your wing, your wingman must also take his loadout from the same available inventory. Thus, as you purchase weapons, try to make sure that you end up with enough available inventory to cover both your own needs and those of your wingman prior to each mission.

You get the list of your wingman's maximum possible loadout with each mission description, but in order to actually get all the weapons in that loadout, you must have already purchased them and have them in stock. Therefore, the only weapons your wingman will have for a mission are those that are both in that mission's maximum possible loadout and in your current stock. (Gun ammunition is included in your overhead, so you and your wingman will always take up a full Vulcan.)

Your wingman will not substitute weapons, and he won't take an unbalanced load. If he requests four 9Js, and you only make three available to him, he will take two — a third would unbalance his plane. If he requests four 9Js and you only make 9Ms available to him, he won't take anything.

GENERAL ADVICE

- You can fail a mission without losing the game.
- Always set up your cockpit for dogfighting immediately after take-off. It's a good bet that you will face a dogfight before you reach a ground target. If you get caught napping by enemy planes, hit **[G]** for ACM mode, tell your wingman to break and hope for the best.
- In some places, you may be able to autopilot closer to a target that is escaping.
- In a head-on pass, you can **[Tab]** for timeburst to inhibit the enemy from targeting you in a frontal missile attack. This cheat is especially useful when you are out of missiles and still have many bogeys to engage.
- If you shoot all but one rocket, the pod is refilled for free when you return home.
- Use Victim Camera to verify kills of objects, especially runways. It's sometimes hard to tell if your bombs lined up, but Victim Camera will clearly show if you destroyed your target.
- Enemy planes often enter your airspace relative to your position. If you fly close to the ground, the enemy will have to worry more about the terrain and give you more time to maneuver.
- Use your Gun Camera to identify targets outside of visual range.
- Zoom into your HUD for dogfighting. It makes it easier to lay the gun and also to read your display.
- If you stall, roll out to the side instead of pointing your plane downward. You'll recover a little more slowly, but you'll lose much less altitude — this comes in handy when you stall at low altitudes.
- Release your wingman (break formation) as soon as you encounter hostiles. If you need help, request it, but otherwise, tell your wingman to attack targets. The enemy will pay less attention to you.
- Fire off your missiles first to even the odds when you're outnumbered, then use your guns to finish off the remaining planes.
- Practice strafing. When you're good at it, use rockets instead of Mk82s. They're cheaper and lighter (but useless against runways).

- Mavericks are good to use on SAMs and ZSUs.
- Always look for radar sites where there are 40mm guns. Generally, if you hit the radar, the guns will stop firing at you. (Sometimes, however, you may need to earn extra points by hitting individual guns.)
- You can't autopilot away from a nav point until you have eliminated or escaped from all enemy aircraft in that sphere. If you need to run, you must put at least 10 nm between yourself and the nearest enemy before you can autopilot.

TRAINING MISSIONS

You arrive on the practice mission map over the Dogfight Area, along with any opposing planes you selected. Once you overcome all airborne opponents, you can continue on to other locales. The planes you select as opponents will have the same weapon loadouts as listed under *Other Aircraft Loadouts* (p. 17).

Arts Reach. Pretty scenery.

Biggs River. Pretty scenery.

Dogfight. Where you (and any opposing aircraft) appear.

Halverston. A city with buildings (no surprise there), a 40mm gun and a ZSU-23.

Isaac Bay. A small fleet is at anchor here: a carrier, a tanker, three destroyers and four PT boats.

Lemons Crevasse. A canyon.

Mayday Canyon. An island airstrip in a canyon: a SAM launcher, two 40mm guns and several buildings.

Roberts Pass. A defended canyon: four SAM launchers on the rim, plus two 40mm guns down on the floor.

Savage Falls. The beginning of a canyon, with pretty scenery.

Steed Zone. A land encampment: eight tanks, two BMPs, two trucks and a jeep.

Strike Base. An undefended airstrip, good for practicing take-offs and landings.

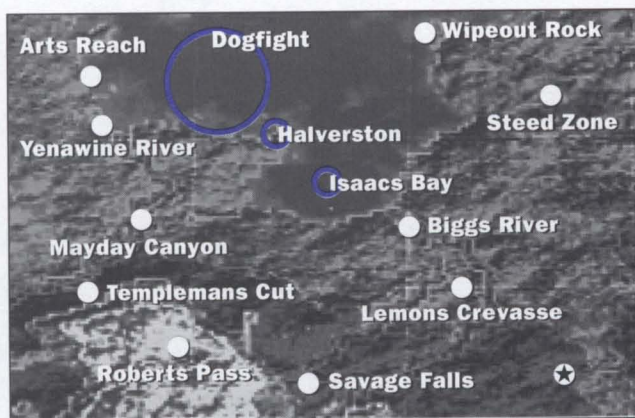
Templeman Cut. A *very* deep canyon, undefended.

Wipeout Rock. An airfield under construction — no runway and no defenses, just a hangar and tower.

Yenawine River. Nothing noteworthy.

You have no weapons selected when a practice mission begins. If you are flying at Ace level against fighters with missiles, especially if you also chose Ace opponents, they will fire missiles as soon as you appear. You must immediately evade, long enough to configure your cockpit for dogfighting, or your opponents will take you down promptly.

— "Ragtop"



MAURITANIA

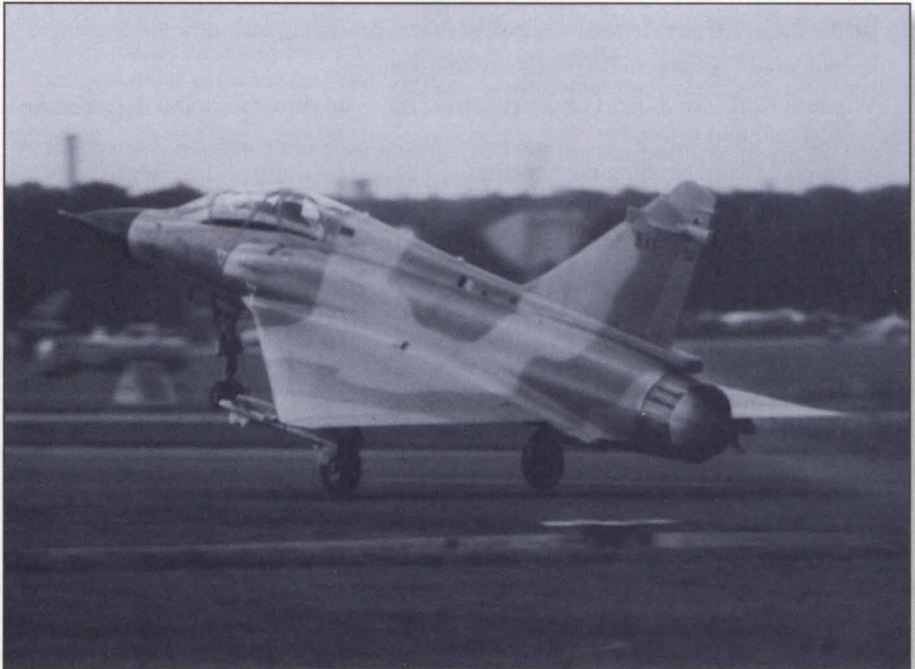
The Mauritanian government hires you to battle rebel forces intent on overthrowing the current regime. In the first mission, you escort a government cargo plane carrying relief supplies for a small village. Your second mission is an interdiction strike to bomb a rebel outpost, but you get jumped by a faction of the Mauritanian government.

The bank holding the escrow account for government defense gets seized by the rebels and Mauritania defaults on your payment for the previous mission. Therefore, your next mission is a raid on a military weapons store to recoup some of your losses. Once you break through the defenses, you must escort your C-130, full of "liberated" ordnance, back to Strike Base.

Mauritanian Rebels. The rookies they send against you in this series are basically still in training. Verbosity is their highest skill. Flying, air-to-air and air-to-ground skills are all below average. They exhibit only average aggressiveness and confidence.

Mauritanian Air Force. The government rookies are even less skilled. Flying and air-to-air skills are downright poor, and their air-to-ground skills are little better. They are about as aggressive as they are confident and that's average.

<u>Pilot</u>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
C-130	0	5	10	10	0	0	0	0	0
Mirage Rookie	10	9	16	10	6/3/1	8/4/2	6/3/1	8	9
MiG-21 Rookie	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10



MAURITANIA – MISSION 1

Objective	Escort government's C-130.
Mission Failure	Allowing C-130 to be shot down
Payoff	\$2.5 million
Bonus	None
Enemy Plane Loadouts	MiG-21: 23mm (400)
Max Wingman Loadout	20mm (1000), 9J (2)

Mission Synopsis

Rendezvous. C-130 joins you.

SAS. Three MiG-21s (rookies). Protect the C-130 until you reach Cargo Destination.

Cargo Destination. Release the C-130.

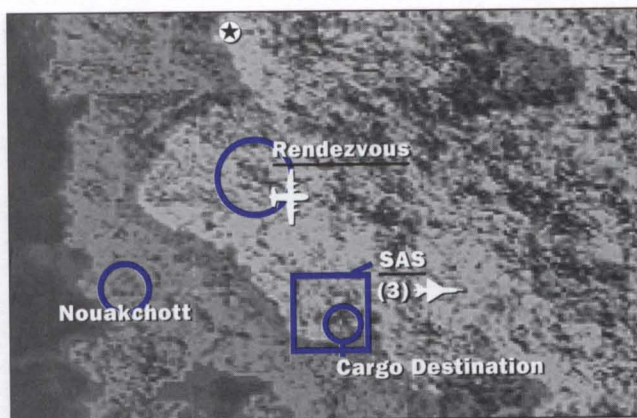
Nouakchott. No enemies.

Mission Analysis

Though you can always autopilot to nav points, this first flight is a good time to get a feel for how to fly and maneuver your plane before coming under attack. This will be a relatively easy mission; the MiG pilots have poor skills and have only guns while you have missiles. The best strategy would be to fly high in the rear hemisphere of the C-130. This allows you to keep an eye on your escort and gives you an energy advantage at the same time. The distance you want your formation to maintain is just beyond gun range but within Sidewinder range. Taking out these enemy planes requires basic air-to-air combat maneuvers and targeting (see the basic maneuvers section of your *Strike* manual and **Combat Notes** in this book for a review of combat techniques).

Fly to Nouakchott first, then to Cargo Destination. Fight the MiGs, then go get the cargo plane and return to the destination with clear airspace. Just watch your fuel.—“Wipeout”

Preferred Loadout: (6) 9Js. Use guns to take out at least one of the three MiGs. Then get around to their six (remember 9Js are rear-aspect) and take out the rest with 9Js. You don't need to worry about the C-130 for now — he's running. Wait for the C-130 to land at Cargo Destination and get clear to autopilot. —“Demi-God”



MAURITANIA – MISSION 2

Objective	Bomb enough base buildings and ground installations to earn 10 points.		
Targets	40mm gun	4 @ 1 pt	4 pts
	Radar	1 @ 2 pts	2 pts
	Hangar	2 @ 2 pts	4 pts
	Drum	1 @ 2 pts	2 pts
	Command Post	1 @ 3 pts	<u>3 pts</u>
		Total	
Payoff	None		
Bonus	None		
Enemy Plane Loadouts	Mirage: 30mm (250), 9J (2)		
Max Wingman Loadout	20mm (1000), 9J (2), Mk82 (6)		

Mission Chronology

Nav 1. No enemies.

Target. Four 40mm guns guided by a radar dish, other base installations.

Nav 2. Two Mirages (rookies).

Mission Analysis

At Target, you will need to either take out each of the AAA or hit the radar dish that controls them. Remember that you can avoid AA gunfire by hugging the terrain, and in this case there will be no fighters to surprise you with an energy advantage. The way is now clear to bomb the base.

Carry rockets and about (4) Mk82s. Take out the radar dish with bombs on your first pass and use rockets for the rest of the targets. If you hit the radar, ignore the 40mm guns — they're a waste of ammo. — "Wipeout"

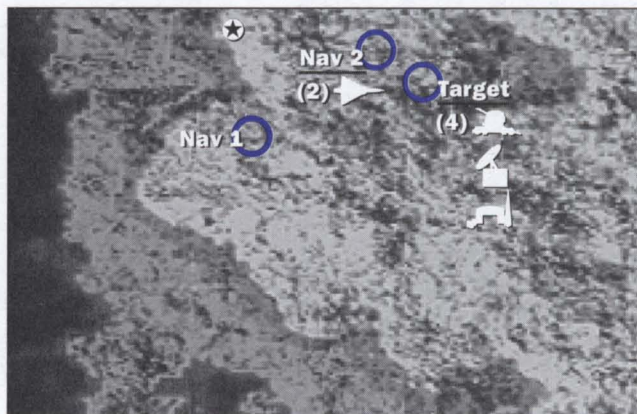
Preferred Loadout: (4) LAUs, (4) 9Js. Go in sand surfing (flying really low) and take out the radar dish first, with LAUs. This will stop all AA fire. Then take out the two hangars, the oil tank and the headquarters adjacent to one of the hangars. — "Demi-God"

Preferred Loadout: (4) 9Js, (12) Mk82s, (4) LAUs. After takeoff, select your Mk82s for CCIP, then autopilot to your target. Once you're in the area, get a visual on the radar dish that controls the AA fire. Remember to stay level with the ground for a clean bomb release. It is your

most important target, so destroy it first. After you get the "mission accomplished" message from Strike Base, try destroying ground targets with your LAUs. You will need practice and the points don't hurt.

Autopilot to the next nav point and remember, practice makes perfect. Use your Vulcan on the Mirages. Go home.

— "Dragon"



MAURITANIA – MISSION 3

Objective	Escort Wildcat C-130 to Strike Base.
Mission Failure	Allowing C-130 to be shot down
Payoff	\$2 million from the C-130 cargo
Bonus	None
Enemy Plane Loadouts	MiG-21: 23mm (400) Mirage: 30mm (250), 9J (2)
Max Wingman Loadout	20mm (1000), 9J (4)

Mission Chronology

This escort mission requires air superiority.

Intercept. Two MiG-21s (rookies).

Primary Objective. Pick up the C-130 piloted by Gwen.

SAS. Head back to base. On the way back to base, you encounter two Mirages (rookies). Make sure Gwen is still with you after you defeat them and continue to base.

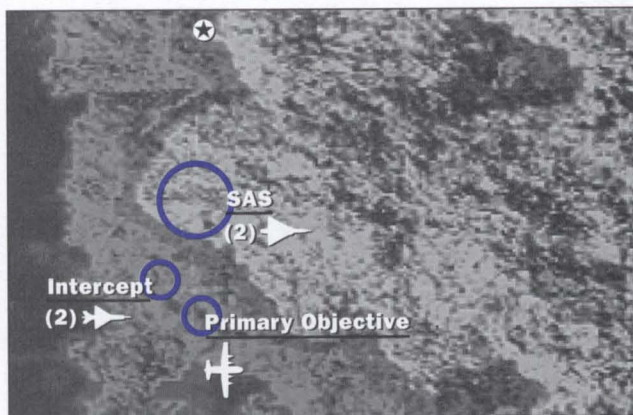
Mission Analysis



Preferred Loadout: (6) 9Js. You get no bonus for shooting down fighters. However, all these pilots are rookies, providing you with fine opportunities for target practice. (Take out the two MiGs with guns.) Just don't let any one of them get you so involved that you forget to protect the C-130.

— "Demi-God"

Preferred Loadout: (6) 9Js. If you are daring, take guns only. Engage enemy Mirages head on. If you line up your HUD crosshairs on your first targeted plane and fly straight for him (i.e., play chicken) with guns ablaze, you'll blow him right out of the sky. Then you can take your time with the other one. Remember to watch your fuel and the C-130. — "Dragon"



TURKEY

Global Oil hires you to delay a TransWorld Petrochem board meeting in Turkey by preventing an incoming TWP jet from landing. Your real objective is to blow up the runway, but Janet will get rambunctious and shoot down the Lear Jet, instead.

TWP Goons. TWP will send rookies and veterans your way. The veteran flying, air-to-air and air-to-ground skills are above average. Their aggressiveness is average and confidence is a little higher.

<u>Pilot</u>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
MiG-29 and Su-27									
<i>Rookie</i>	14	10	16	10	8/4/2	8/4/2	9/4/2	8	10
<i>Veteran</i>	6	13	10	16	12/6/3	13/6/3	12/6/3	10	10



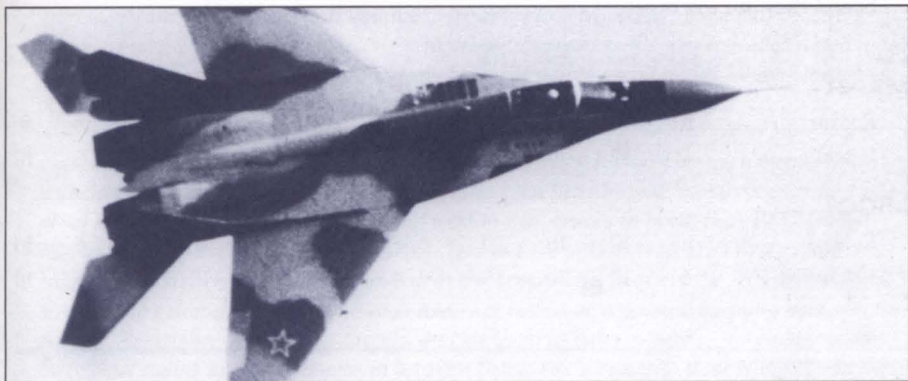
TURKEY – MISSION 1

Objective	Prevent Lear Jet from landing.
Payoff	\$3 million
Bonus	None
Enemy Plane Loadouts	Su-27: 30mm (900), 9M (4) MiG-29: 30mm (500), 9J (2)
Max Wingman Loadout	20mm (1000), 9J (2)

Mission Chronology

TWP Base. The Lear Jet is escorted by two Su-27s (veteran and rookie). As you approach, Janet blasts the Lear Jet. Reverse track and head for Wildcat Base.

SAS. Two MiG-29s (veteran and rookie).



Mission Analysis

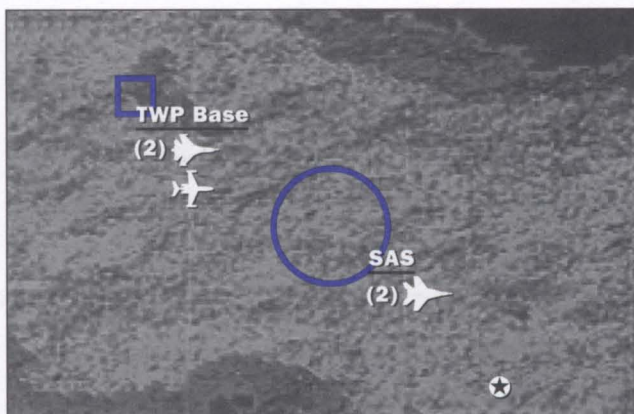
As soon as Janet whacks the Lear Jet, you get a message to return to base. All you really have to do in this mission is stay alive. That means you need to down the Su-27s and the MiGs.

Ignore the Lear Jet. It'll get shot down anyway. If you hit the runway with eight Mk82s or four Durandals, you won't have to worry about more planes later. — "Wipeout"

Forget the jet going down and worry about the Su-27s coming at you (use guns). Take out the MiGs (with 9Js) and go home. — "Demi-God"

This mission is excellent practice, since the enemy starts out behind you. Don't waste expensive bombs on the runway — all you need to do is take out the MiGs with your Vulcan.

— "Vampire"



PERU

General Mendez hires the Wildcats to come to Peru and assist his government's struggle against an attempted rebel coup. He makes the job very appealing with a \$6 million advance. First, he has you take out a rebel armored column. The rebels then retaliate against you and the next thing you know, you're flying intercept against an attack on your strike base. While you are engaged in this battle, Stern gets killed trying to collect payment for the last mission. Mendez offers his condolences and convinces you to make a retaliatory strike against a rebel nuclear facility.

Peruvians. You will tangle with newly trained Peruvians flying MiG-29s and MiG-21s. The MiG-29 rookies are easy targets in a dogfight. Their below-average shooting skills mirror their aggressiveness, coupled with fair conservation of ammo. They have only a couple of veterans flying MiG-21s. Their flying skills are only slightly above average and their air-to-air skills are slightly under. Across the board they are average.

<i>Pilot</i>	<i>TH</i>	<i>CN</i>	<i>VB</i>	<i>LY</i>	<i>FL</i>	<i>AG</i>	<i>AA</i>	<i>SM</i>	<i>AG</i>
MiG-21									
<i>Rookie</i>	10	10	16	10	6/3/1	8/4/2	4/2/1	8	9
<i>Veteran</i>	6	12	10	16	11/5/2	12/6/3	9/4/2	5	10
MiG-29									
<i>Rookie</i>	10	10	16	10	5/2/1	8/4/2	6/3/1	8	10
<i>Veteran</i>	6	10	10	16	9/4/2	13/6/3	10/5/2	5	10

PERU – MISSION 1

Objective At least 10 points worth of the armored column.

Targets	BMP	2 @ 1 pt	2 pts
	Mobile SAM	1 @ 2 pts	2 pts
	Truck	2 @ 1 pt	2 pts
	ZSU	2 @ 2 pts	4 pts
	(ZSUs in first area are <i>not</i> counted)		
T-72 Tank	6 @ 1 pt	<u>6 pts</u>	
	Total		16 pts

Payoff Advance of \$6 million paid by Mendez

Bonus None

Enemy Loadout MiG-29: 30mm (500), 9J (2)
MiG-21: 23mm (400), 9J (2)

Max Wingman Loadout 20mm (1000), 9J (2)

Mission Chronology

Destroy a Peruvian rebel armored column.

Patrol. Two ZSUs and two MiG-29s (rookies).

Armored Column. Either avoid or destroy both ZSUs and the mobile SAM. Bomb the column.

SAS. Three MiG-21s (rookies).

Mission Analysis

Since this is primarily a ground mission, you should be heavily loaded with bombs, leaving only enough space for four air-to-air missiles. Therefore, you must gun down at least one of the MiGs with your cannon. This is an important opportunity to practice gunning against these rookies, because you will really need to be a sharp shooter later.

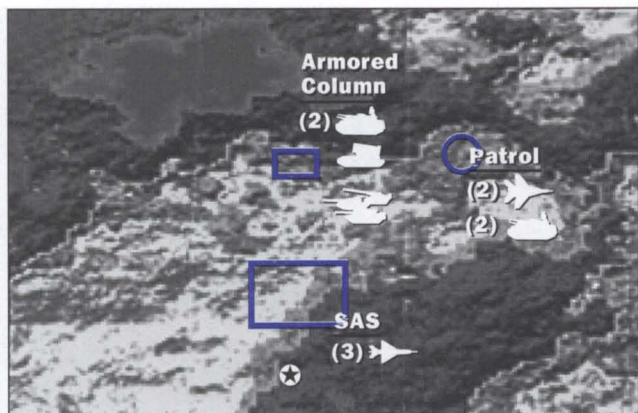
Ignore the first nav point. Fly straight to the armored column and hit the mobile SAM first. If you released your wingman, he or she should take out one of the ZSUs and leave the second to you. — "Wipeout"

If you didn't get bombing down in Mauritania Mission 2, you might want to go back to that saved game and bone up because this one's no cakewalk. Optimum use of ordnance and a quick chaff finger are critical to accomplishing this mission. I suggest you take (2) 9Ms for the air, (12) Mk20s, and (12) Mk82s, the 20s being most important for the ground. At the Patrol nav point you will encounter two MiG-29s over a pair of ZSUs. Use your missiles here to avoid a long, drawn-out dogfight while you're loaded down with bombs. Don't bother with the ground targets — the points aren't added to your mission objective total and you'll need your ordnance for the armored column.

Once you get to the armored column you will need to limit the amount of MFDs you use, because they obscure the IR & Radar missile warning lights. There is a mobile SAM launcher, to the rear of the column, that tends to get a little missile happy on your first couple of flybys. The column is moving from west to east, trucks in front, then BMPs and T-72s, followed by the mobile AA and SAM. Take out the anti-aircraft stuff first with the Mk82s, then switch to the cluster bombs for the armor. This is where the -20s are critical. You need to get multiple kills with each release of bombs or you could be going home empty-handed. Remember to lead your targets, and hit them in pairs, utilizing the cluster bombs' large blast radius by laying bombs in between them. You'll run into three MiG-29s on the way home, so don't leave the column until you've lost all of your bombs. — "Styg"

Take the default loadout. Gun down the first two bogeys at the first nav point. The ground targets are not important. Head for the Armored Column. Take out the two ZSUs, then the mobile SAM. The others don't shoot back. If you run out of bombs, strafe with guns, but it's tricky. — "Dragon"

If you succeeded in Mauritania Mission 3, carry the Mavericks and rocket pods you got there. If you've got them and you're good, this mission is a turkey shoot. — "Vampire"



PERU – MISSION 2

Objective	Shoot down four MiG-21s (two per area).
Payoff	None (penalties for damage to Strike Base)
Bonus	None
Enemy Loadout	MiG-29: 30mm (500), 9J (2) MiG-21: 23mm (400), Mk82 (6), LAU (4)
Max Wingman Loadout	20mm (1000), 9J (4)

Mission Chronology

Intercept an attack on the Strike Base.

Intercept. The forward patrol of a bombing flight — three MiG 29s (veteran, 2 rookies) — followed by the bombers — two MiG-21s (rookies).

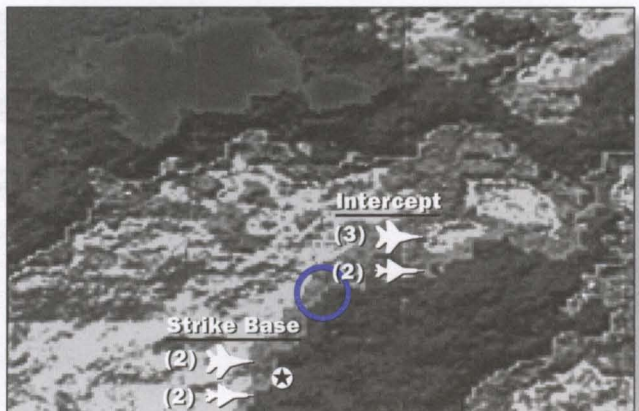


Strike Base. Autopilot to base — it's under attack. If you did a good job of intercepting the first wave of fighters and bombers, you will have a smaller wave to battle at your base: two MiG-29s (veteran, rookie) and two MiG-21s (rookies).

Mission Analysis

Hit the MiG-29s with missiles and take out the MiG-21s with guns. The -21s are easier to line up on. — “Wipeout”

This is just your basic air-to-air mission, but you can turn it into a milk run if you load up on the high dollar -9Ms and AIM 120s that you salvaged in Mauritania Mission 3. Don't worry, after this mission Stern dies and you're left in charge of the weapons buying for the rest of the game. You should have plenty of funds to sport a hefty arsenal. — “Styg”



PERU – MISSION 3

Objective	Bomb nuclear facility to earn at least 9 points.		
Targets	Cooling Tower	2 @ 2 pts	4 pts
	Dome	1 @ 3 pts	3 pts
	Frame Structure	3 @ 1 pt	3 pts
	Buildings	2 @ 2 pts	<u>4 pts</u>
	Total		14 pts
Payoff	None		
Bonus	None		
Enemy Loadout	MiG-21: 23mm (400), 9J (2)		
	MiG-29: 30mm (500), 9J (2)		
Max Wingman Loadout	20mm (1000), 9J (2), GBU (2), Mk20 (6)		

Mission Chronology

Nav 1. No enemies.

Nuclear Stockpile. Bomb targets. The air guard — two MiG-29s (veteran, rookie) — arrives when you've earned 5 points. Defeat them and continue bombing.

Nav 2. At least two MiG-21s (veteran, rookie). If you earned 12 points or more at Nav 1, there are two more MiGs (also veteran, rookie).

Mission Analysis

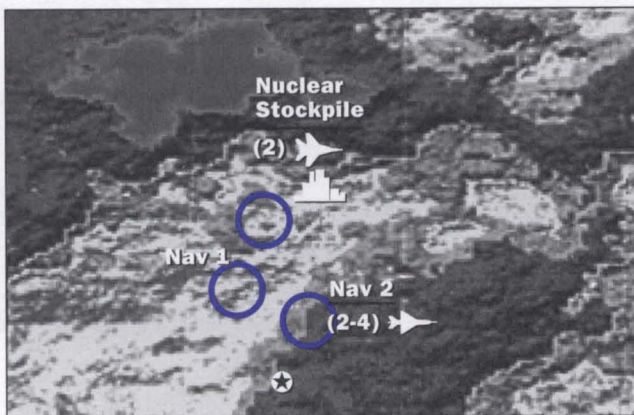
Since this mission carries no bonus, you can stop at 9 points and still fulfill your contract. Taking the time to earn 12 points or more, however, means two more MiG-21s will have reached Nav 2 by the time you arrive. You would then have a total of four MiGs to down before autopiloting to base.

Select a skillful air/air wingman to cover you while you destroy the base. Miguel is a fine choice because he's also good at bombing. — "Wipeout"

The default weapons loadout for this mission is probably all you'll need. Use the GBUs on the reactor dome and the building. After that, two MiG-29s will show up. Go ahead and use your Sidewinders on these guys, then select your Mk82s to take out the cooling towers on either side of the reactor. You should then get the "mission accomplished" message. Proceed to the next nav point and splash the two hapless MiG 21s that should be at your F-16's mercy. (If they're not at your mercy, go back to the training missions.) — "Styg"

Preferred Loadout: (12) Cluster bombs, (4) LAUs, (4) 9Ms. Line up just right. Go corner to corner and take out the cooling tower, the frame structure and the building in one pass. Gun down the two MiGs that enter the area and take all the time you want to finish the bombing. Use 9Ms on the next pair of MiGs you meet at Nav 2.

— "Dragon"



QUEBEC (OPTIONAL)

The government of Quebec hires you to defeat the Hammerheads, a local mercenary squadron with skills similar to the Wildcats. Your first mission is to reduce air defenses by taking out their primary air patrol in a disputed region. Your second mission is to fly an interdiction strike in which you bomb their headquarters. Finally, as they are fleeing with their salvaged ordnance in a C-130 transport convoy, you intercept them and take out the convoy, leaving the Hammerheads in financial ruin.

Hammerheads. You will battle the full spectrum of Hammerhead skill from ace to rookie. The aces are tough fighters with a deadly combination of excellent flying and air-to-air skills, surpassed only by their taunting and aggressive confidence. You can't count on them to run out of weapons, either.

<u>Pilot</u>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
C-130	0	5	10	10	0	0	0	0	0
MiG-29 and Su-27									
<i>Rookie</i>	12	10	16	10	10/5/2	8/4/2	6/3/1	8	10
<i>Veteran</i>	6	13	10	16	14/7/3	13/6/3	12/6/3	5	10
<i>Ace</i>	10	16	16	10	15/7/3	12/6/3	15/7/3	8	16
Lear Jet	0	5	10	10	0	0	0	0	0



QUEBEC – MISSION 1

Objective	Shoot down four hostile fighters.		
Targets	Su-27 (Nav 1)	2 @ 1 pt	2 pts
	Su-27 (Intercept)	4 @ 1 pts	4 pts
	Su-27 (No-Fly Zone)	4 @ 0 pts	<u>0 pts</u>
	Total		6 pts

Note: Planes shot down in the Restricted area do not count toward fulfilling your contract. They do, however, carry a bonus bounty.

Payoff	\$2 million
Bonus	\$100K per enemy plane after the first four
Enemy Loadout	Su-27: 30mm (900), 9M (4)
Max Wingman Loadout	20mm (1000), 9J (4)

Mission Chronology

Nav 1. Two Su-27s (veteran, rookie).

Intercept Zone. Two pairs of Su-27s (veterans), (ace, rookie).

Restricted. Hammerhead area guarded by four mobile SAMs and four 40mm gun emplacements. If you enter this area on your way back to base, you will also encounter four Su-27s (ace, veteran, two rookies).

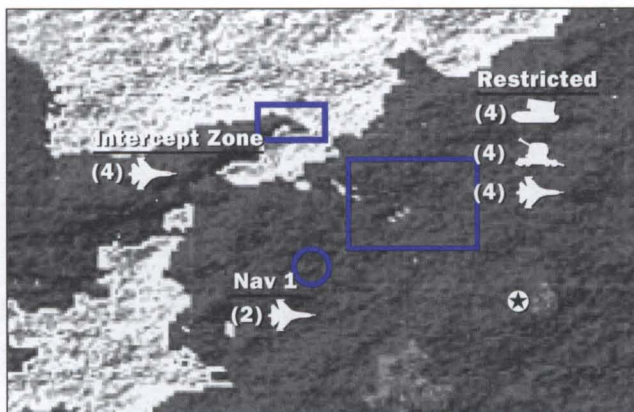
Mission Analysis

As soon as the Su-27s enter your airspace, let Miguel loose. He'll cover his end — you just make sure you are the first to let go of some fire. I usually don't use my missiles unless the bogeys are in front of me and coming at me like "a bat out of hell." They won't have time to turn, and flares and chaff usually don't help, either. The Su-27 maneuvers okay at 26k feet, but the F-16 blows it away. My favorite weapons loadout is six Sidewinder 9Ms. I never use them, just like to have them handy.

— "Gecko"

Don't be afraid to use missiles. The Hammerheads are good and will use their guns if you give them the chance. Avoid your nav point on the way back; just don't fly through the restricted airspace.

— "Wipeout"



QUEBEC – MISSION 2

Objective	Destroy enough of the Hammerhead Base to score 5 points.		
Targets	Hangar	1 @ 2 pts	2 pts
	Tower	1 @ 2 pts	2 pts
	Runway	1 @ 3 pts	3 pts
	Oil Derrick	1 @ 2 pts	<u>2 pts</u>
	Total		9 pts
Payoff	\$3.5 million		
Bonus	\$100K per plane, \$100K per point over 5 points		
Enemy Loadout	MiG 29: 30mm (500), 9J (2)		
Max Wingman Loadout	20mm (1000), 9J (4), Dur (6), Mk82 (12)		

Mission Chronology

Enemy Base. Defended on all sides. The direction of your approach determines which pilots will intercept you:

SAS South. Four MiG 29s (two aces, two rookies).

SAS North. Four MiG 29s (ace, three rookies).

SAS West. Four MiG 29s (ace, veteran, two rookies).

SAS East. Four MiG 29s (ace, veteran, two rookies).

At Enemy Base, take out the four 40mm gun emplacements (or their radar dish) to render the runway and base buildings undefended.

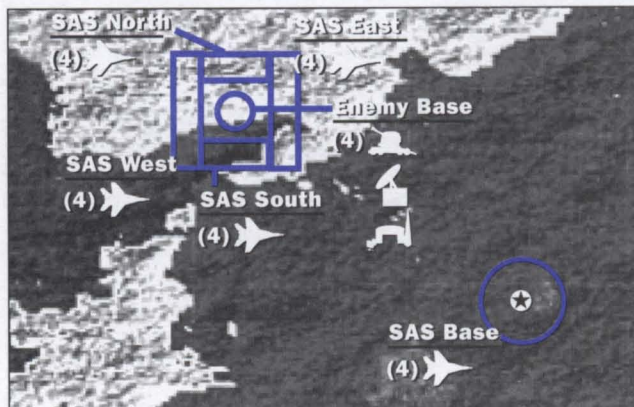
SAS Base. En route home, you are jumped by four MiG-29s — two aces followed by a rookie and a veteran.

Mission Analysis

You must shoot down four MiGs in order to deactivate the other planes, and it would be wise to shoot them all in the same sphere. Otherwise, if you shoot a couple in one sphere, then fly to another, you will have an additional four MiGs to contend with for each sphere you enter, until you've downed the requisite four. At the enemy base, bomb the runway and at least one other building to fulfill your contract.

This mission is a little tougher. I usually grab some Mavericks (at least 4) and as many Mk82s as my plane can hold. Since you are going to the Heads' base, expect them to crash your party, so you better grab some 9Ms. Better get a hold of Baseline for this one, if you don't mind a little humiliation. He'll help you out while you're carrying a full load. As soon

as you set your scope on the base, switch to Mavericks and slow down to 150-200 mph for better maneuverability. Look for the radar and take it out the very first thing. If you don't, you might not get through the AAA. Fly over the runway and drop those Mk82s. Strafe the towers and anything else you want.



— "Gecko"

QUEBEC – MISSION 3

Objective	Destroy three Hammerhead cargo planes.
Payoff	\$2.5 million (shooting down innocent Lear Jet subtracts \$1 million)
Bonus	None
Enemy Loadout	Su-27: 30mm (900), 9M (4) MiG 29: 30mm (500), 9J (2)
Max Wingman Loadout	20mm (1000), 9J (4)

Mission Chronology

Nav 1. Two Su-27s (ace, veteran). They are followed by two MiG-29s (veterans).

Air Interdiction. Three C-130s escorted by two Su-27s (ace, veteran). Shoot down the cargo planes as soon as you see an opening, then return to Strike Base.

Lear. A Lear Jet will be wandering somewhere between Air Interdiction and your base. Avoid targeting it; it's just an innocent bystander and its demise would cost you dearly.

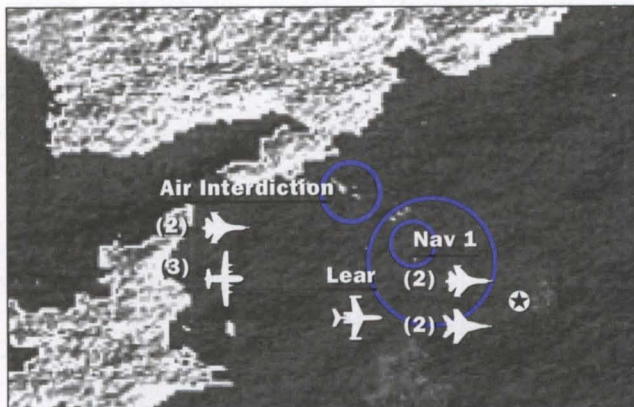


Mission Analysis

In this mission, choose Miguel for air support, then load up with some AMRAAMs and AIM-9Ms.
— “Gecko”

Load up with six 9Ms if you can afford them. I prefer to let Billy fly my wing. Take out the two Su-27s with your missiles. Make sure you cap one as they approach, or you're in for one hell of a fight. Save your missiles when it comes to the MiG-29s. Use your gun, it's cheaper. At Air Interdiction, clear out the Su-27s with the rest of your missiles and gun. Now, the C-130s should be cake. Shoot them down and head home.

— “Big Byrd”



ALASKA (OPTIONAL)

The New Siberians hire the Wildcats to mount a strike against Alaskan oil interests in the former state of Alaska. This is the most challenging of the three series you may choose from and unless you're quite good, you could actually *lose* money on this one. Be prepared to skip this series of missions.

Your first mission is an interdiction strike to take out a Sentry and at least three ground installations. In the second interdiction strike, you need to bomb a base and down some fighters. The third strike is to hit an off-shore oil rig. The fourth mission requires you to provide close air support to a tank battle. All these targets are, of course, heavily defended by air patrol.

Alaskan Military. The Alaskan Military is pretty well trained; their ranks primarily comprise veterans and aces.

The aces flying F-15s are highly aggressive dogfighters with good skill. They're even better gunners with a very conservative trigger finger.

The aggressiveness of the F-16 aces is paramount to their flying skills. Air-to-air skills are only slightly lower and they are so conservative that just about every bullet or missile they fire will hit its target.

The F-18 aces have flying and air-to-ground skills to match their rather high level of aggressiveness. Air-to-air skills are even better. They are confident and very conservative.

The A-10 veterans have an average flying and air-to-air skill equal to their aggressiveness. Their confidence and air-to-ground skill are a little higher, and they are very conservative.

<u>Pilot</u>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
A-10									
Veteran	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
Ace	1	15	16	10	14/7/3	15/7/3	15/7/3	8	15
E-3 Sentry									
	0	5	10	10	0	0	0	0	0
F-15									
Rookie	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
Veteran	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
Ace	1	13	15	10	14/7/3	13/6/3	15/7/3	8	15
F-16									
Rookie	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
Veteran	5	12	10	15	10/5/2	13/6/3	10/5/2	5	10
Ace	0	16	16	10	15/7/3	13/6/3	14/7/3	8	15
F-18									
Rookie	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
Veteran	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
Ace	2	13	15	10	14/7/3	14/7/3	15/7/3	8	14

Fly these missions only if you're good with rockets and guns. Otherwise, they're a waste of time and money.

— "Vampire"

ALASKA – MISSION 1

Objective	Destroy an E-3 Sentry and a minimum of three ground units.		
Targets	M1 Tank	4 @ 1 pt	4 pts
	ZSU	2 @ 1 pt	<u>2 pts</u>
	Total		6 pts
Payoff	\$2 million		
Bonus	\$100K per point over 3 points		
	\$100K per A-10		
Enemy Loadouts	F-15: 20mm (900), 9J (4)		
	A-10: 30mmgau (1174), Mav (12)		
Max Wingman Loadout	20mm (1000), 9J (2), Mk82 (6), LAU (2)		

Mission Chronology

SAS a. On the way from your Strike Base to Intercept, you are cut off by two F-15s (veterans). Dispense with them and proceed.

Intercept. Two more F-15s (ace, veteran), escorting a Sentry. Hit the Sentry when you see an opening and head for the next nav point.

Alaska Strip. Two ZSUs. Bomb what you can of the ground units.

SAS b. En route back to base, you encounter two A-10s (veterans). Shoot them down; they're worth a good bounty.

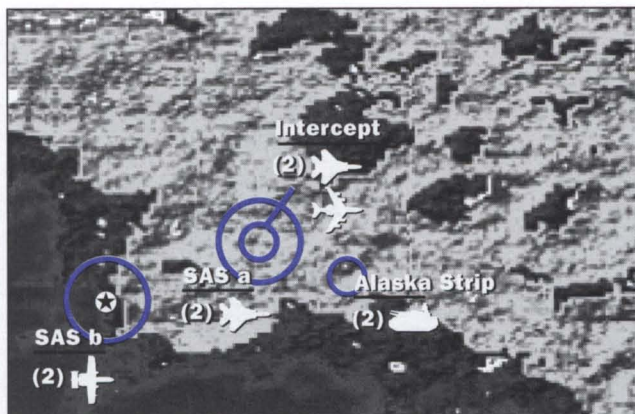
Mission Analysis

In this mission, A-10s are more valuable targets than F-15s. It is quite likely, though, that guns will be the only dogfight weapon either of you has. Their guns are a bit more powerful, but remember, you're in the most maneuverable plane.

Preferred Loadout: Take four 9Ms and twelve Mavericks and you're set. The first two F-15s can be very simple, but you have to watch your six. Once they get behind you, they start firing 9Js at close range, giving you little time to maneuver. Two 9Ms or 9Js are required to destroy the Sentry, but it always stays on line and can't maneuver very well, so you could use guns. Don't waste missiles on the F-15s accompanying the Sentry. They will flare your missiles. Guns and patience are the way to go. Take out the tanks with Mavericks. The A-10s aren't very fast. If you have the missiles, use them. Guns work too. — "Deetchman"

Preferred Loadout: (4) 9Ms, (12) cluster bombs, (4) LAUs. Try to shoot down the F-15s and the Sentry with guns. Use clusters on ground vehicles and always lead your target since it's moving. Use 9Ms on the A-10s. Make sure your first missile hits before you fire the next. Be sure to retarget after hitting your current target.

— "Dragon"



ALASKA – MISSION 2

(If you downed the Sentry in Mission 1)

Objective	Destroy runway plus enough other buildings, ground installations and fighters to rack up 15 points.		
Targets	M1 Tank	8 @ 1 pt	8 pts
	Mobile SAM	1 @ 3 pts	3 pts
	ZSU	4 @ 1 pt	4 pts
	Tower	1 @ 2 pts	2 pts
	Hangar	1 @ 2 pts	2 pts
	F-15	3 @ 2 pts	6 pts
	A-10	2 @ 2 pts	<u>4 pts</u>
	Total		29 pts
Payoff	\$2.4 million		
Bonus	\$100K per point over 15 points		
Enemy Loadouts	F-15: 20mm (900), 9J (4)		
	F-16: 20mm (1000), 9M (2)		
	A-10: 30mmgaw (1174), Mav (12)		
Max Wingman Loadout	20mm (1000), 9J (2), Mk82 (6), LAU (2)		

Mission Chronology

Tank One. Two A-10s (ace, veteran) scream off the runway to battle you. Once you take them and the two ZSUs, score a few points from the now undefended base.

SAS a. En route to Tank Two, you are intercepted by three F-15s (two aces, veteran).

Tank Two. Hit the SAM and the two ZSUs, then bomb the runway and anything else that looks valuable.

SAS b. En route to base, you battle two angry F-16s (veteran, rookie).

Mission Analysis

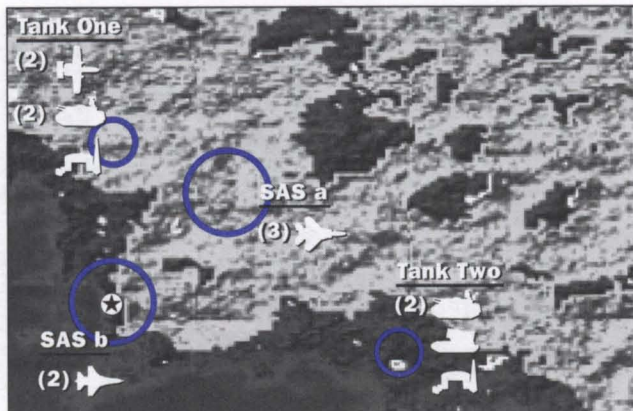
You could be at a disadvantage against the F-16s. They have your maneuverability, in addition to plenty of ammo and missiles. The good news is that these -16s are worth less than the -15s and the -10s. So fight until you run out of weapons and hit the afterburners for base.

Try to take out the A-10s while they're still on the runway. They have no chance if you take them out right away. Save ordnance for Tank Two and just destroy the targets at Tank

One with guns. Tank Two: Try to take out the SAM launcher quickly because it will interfere with you while taking out the other ground targets. The SAM is easily recognized on the radar screen by the 6. Once this is gone, you should have an easier time.

— "Deetchman"

See the other Mission 2 for more notes.



ALASKA – MISSION 2

(If you did not down the Sentry in Mission 1)

Objective	Destroy runway plus enough other buildings, ground installations and fighters to rack up 20 points.	
Targets	Sentry	1 @ 3 pts 3 pts
	M1 Tank	8 @ 1 pt 8 pts
	Mobile SAM	1 @ 3 pts 3 pts
	ZSU	4 @ 1 pt 4 pts
	Tower	1 @ 2 pts 2 pts
	Hangar	1 @ 2 pts 2 pts
	F-15	3 @ 2 pts 6 pts
	A-10	2 @ 2 pts 4 pts
	Total	32 pts
Payoff	\$2.4 million	
Bonus	\$100K per point over 20 points	
Enemy Loadouts	F-15: 20mm (900), 9J (4)	
	F-16: 20mm (1000), 9M (2)	
	A-10: 30mmgau (1174), Mav (12)	
Max Wingman Loadout	20mm (1000), 9J (2), Mk82 (6), LAU (2)	

Mission Chronology

Tank One. Two A-10s (ace, veteran) scream off the runway to battle you. Once you take them and the two ZSUs, score a few points from the now undefended base.

SAS a. En route to Tank Two, you are intercepted by the Sentry and two F-15s (ace, veteran). Gain air superiority and down the Sentry.

Tank Two. Down the F-15 (rookie) and take out the mobile SAM and the two ZSUs, then bomb the runway and anything else that looks valuable.

SAS b. En route to base, you battle four angry F-16s (ace, veteran, two rookies).

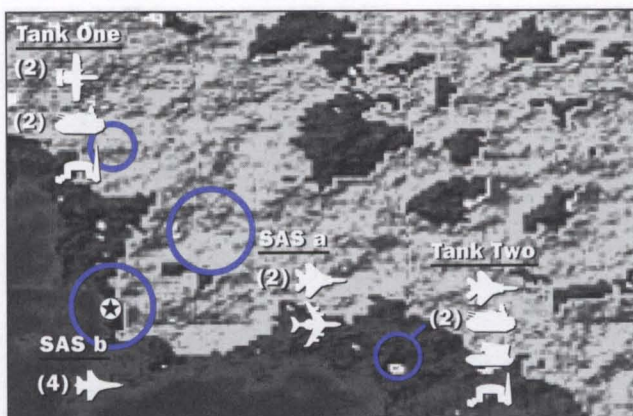
Mission Analysis

This is your last chance to hit that Sentry. You could be at a disadvantage against the F-16s. They have your maneuverability, in addition to plenty of ammo and missiles. The good news is that these -16s are worth less than the -15s and the -10s. So fight until you run out of weapons and hit the afterburners for base.

Preferred Loadout: (6) 9Ms, (4) LAUs. Shoot down the Sentry and the first two F-15s with guns if you can. Use 9Ms on the A-10s. Use LAUs on ground targets. Use whatever you have left on the F-16s.

— "Dragon"

See the other Mission 2 for more notes.



ALASKA – MISSION 3

Objective	Destroy oil rig.
Targets	Four PT boats Four F-18s Two F-16s
Payoff	\$2.8 million
Bonus	\$100K per enemy plane or PT boat
Enemy Loadout	F-18: 20mm (600), 9J (2) F-16: 20mm (1000), 9M (2)
Max Wingman Loadout	20mm (1000), 9J (2), GBU (2), Mk82 (6)

Mission Chronology

This is a strike against a vital enemy funding source — an oil platform.

Nav 1. You are intercepted by two F-18s (veteran, rookie). These guys won't be overly taxing for your skill so dispense with them efficiently and continue to Oil Rig.

Oil Rig. Drop your load on the rig, then fight your way through two F-18 air patrols (ace, rookie). Avoid the PT boats unless you want the cash.

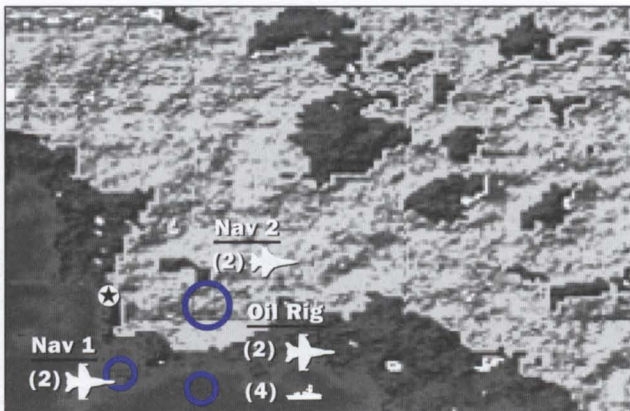
Nav 2. Two F-16s (ace, veteran).

Mission Analysis

You should be a more agile fighter after dropping those heavy bombs, and you'll need every bit of maneuverability you can muster. If you're lucky, you still have some missiles left for your fight against the F-16s, because they certainly will.



Preferred Loadout: (6) Mavericks, (6) 9Ms. Shoot the F-18s with guns. Target the platform first so you can run if you get in trouble. Fly at top speed about 500-600 feet above the water, across the top of the gun boats to drop Mavs on the platform. Now, target the gun-boats and have fun!
— "Dragon"



ALASKA – MISSION 4

Objective	Destroy enough targets to earn 18 points (4 must be from tanks).		
Mission Failure	Losing 5 friendly tanks		
Targets	A-10s	4 @ 3 pts	12 pts
	F-16s	4 @ 1 pt	4 pts
	Sentry	1 @ 3 pts	3 pts
	M-1 Tanks	6 @ 1 pt	<u>6 pts</u>
	Total		25 pts
	T72 Tanks	6 @ -2 pts	(-12 pts)
Payoff	\$2.6 million		
Bonus	\$100K per point over 18 points		
Enemy Loadout	F-16: 20mm (1000), 9M (2)		
	A-10: 30gau (1174), Mav (12)		
Max Wingman Loadout	20mm (1000), 9J (2), Mk82 (6), LAU (2)		

Mission Chronology

Battle One CAP. A Sentry and two F-16s (rookies). Save your best missiles.

Battle One. A tank battle in full swing with a couple of enemy A-10s (veterans), picking off tanks from the air, and two ZSUs, who start firing at you. There are three T72s on your side, fighting three M-1s. Blast the A-10s and ZSUs, then provide close air support by targeting enemy tanks.

Battle Two CAP. Two F-16s (ace, veteran). You want to use your all-aspect Sidewinders against these guys since that's what they're targeting you with. Down them both and head for Battle Two.

Battle Two. More of the same. At least take out the A-10s (veterans) and as many enemy tanks as you have weapons for, then head for home.

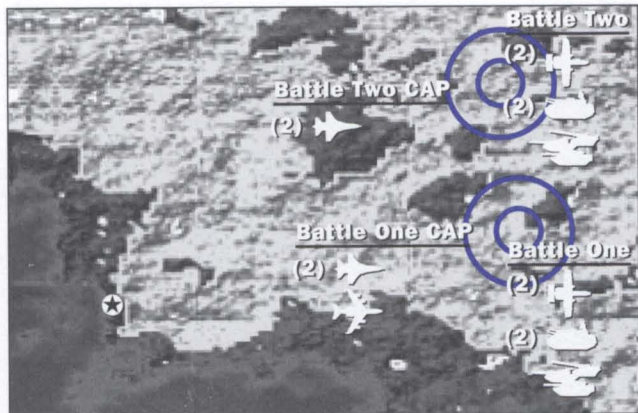
Mission Analysis

Providing close air support is tricky because you must distinguish and target enemy ground forces, being careful to avoid your own. At the same time you must defend allied forces against enemy air support. In this case, the enemy air support is two A-10s. Their primary goal is to bomb tanks, but if you antagonize them, they'll take a few cannon shots at you. Your strategy should be to take out the A-10s first, then concentrate on enemy tanks. Your obvious choice of bombs should be Mavericks because they're lightweight and are IR guided.

Note that each friendly tank loss costs twice as much as you gain for killing an enemy tank.

Preferred Loadout: (6) Mavericks, (6) 9Ms. Gun down the Sentry and F-16s. Blast the A-10s first, then go for the tanks. Do it all again at Battle Two.

— "Dragon"



EGYPT (OPTIONAL)

Egypt hires you to fly their planes at an air show. Since you won't be flying your own planes, the overhead on this assignment is low. With good combat skills, you stand to make a sizable profit.

A flight of Libyans attack during the air show, and with a freshly signed defense contract in hand, you use Egyptian planes to intercept the Libyan forward patrol, then stop the flight of bombers. The bad news is that the Egyptian planes were loaded out for an air show, not for combat, so you'll be fighting with guns only.

The Egyptian government has a few more assets they need defended, namely their ancient pyramids. For this, Strike Base is set up and you're back in your own planes. First, intercept the Libyan air patrol followed by bombers who are headed for the Egyptian pyramids. Next, intercept a Libyan land-based assault against the pyramids. Finally, fly an interdiction mission to destroy a remote Libyan outpost.

Libyans. The Libyans are primarily veterans and fly a great variety of aircraft.

Those flying MiG-21s have average flying and air-to-air skills. Confidence is a bit stronger and is supported by an equally good air-to-ground skill.

The aces flying MiG-29s have very high confidence, equal to their flying skills. Their fine air-to-air skills allow them to save missiles, which means they will try to draw you into a knife fight. These guys are extremely aggressive. Good thing there's not many of them at this skill level.

The Mirage veterans have only average flying and air-to-air skills consistent with their aggressiveness. They are extremely loyal and quite conservative with weapons.

The Tu-95 pilots are very good bombers and seldom drop a load unless they're sure of a hit.

<u>Pilot</u>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
Mirage									
Rookie	10	9	16	10	6/3/1	8/4/2	6/3/1	8	9
Veteran	5	12	10	16	10/5/2	13/6/3	10/5/2	5	10
Ace	2	14	16	10	14/7/3	13/6/3	13/6/3	8	16
MiG-21									
Rookie	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
Veteran	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
Ace	1	15	16	10	14/7/3	14/7/3	13/6/3	8	14
MiG-29									
Rookie	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
Veteran	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
Ace	1	15	10	10	15/7/3	13/6/3	14/7/3	8	16
Tu-95	4	5	10	10	0	15/7/3	0	0	0

EGYPT – MISSION 1

Objective	Down three bombers.
Payoff	\$4 million
Bonus	None
Enemy Loadout	Tu-95: Mk82 (24) MiG-21: 23mm (400), 9J (2)
Wingman Loadout	20mm (1000)

Mission Chronology

Intercept Libyan squadron and shoot down all three attacking bombers.

Intercept. Fly here from Air Show to battle three MiG-21s (ace, veteran, rookie).

This is quite a knife fight since you only have guns.

Three Tu-95 bombers are on course for the air show by the time you've downed the MiGs. If you fail to stop the bombers, they will leave the air show base heavily cratered, and you will not be paid. Return to air show when you're done.

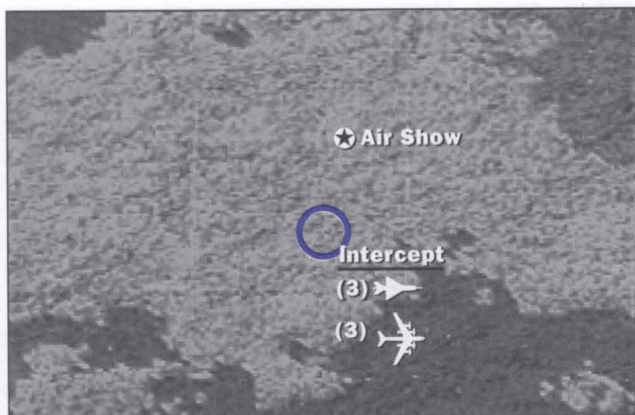
Mission Analysis

As soon as you whack the last MiG, hit your afterburners for the air show to head off the bombers.

Use short, controlled bursts. If you can get the Tu-95s to fly in a line, strafe the line. They're easier to hit from the top or the bottom, so if you're having trouble lining up, climb high above them and attack them in a dive. Once you get one maneuvering hard (a close pass sometimes works), it will fall pretty easily. — "Wipeout"

At Intercept you will meet the first wave of MiG-21s. Confront them head on with full guns. If you take them out right away, you can count on the mission being much easier. Next, you will come to the three bombers. Put on your air brakes and use your throttle to take up a small gap between you and the enemy. Stay behind them and shoot them down. You usually have to use a little sweep action with the guns. Keep your speed around 250 and you should keep the bears in your arc. — "Gecko"

The easiest way to win this mission is to target each enemy and tell Tex to attack your target. Let him win the mission for you. — "Kool"



EGYPT – MISSION 2

Objective	Defend artifacts.
Mission Failure	Losing of two out of four artifacts
Payoff	\$1.5 million
Bonus	\$100K per enemy plane
Enemy Loadout	MiG 21: 23mm (400), 9J (2) Mirage: 30mm (250), 9J (2) Tu-95: Mk82 (24)
Max Wingman Loadout	20mm (1000), 9J (4)

Mission Chronology

Giza. Shoot down three waves of enemy planes:

Three MiG-21s (ace, veteran, rookie)

Three Mirage-21s (two veterans, rookie)

Two Mirage fighters (veterans) and two Tu-95 bombers

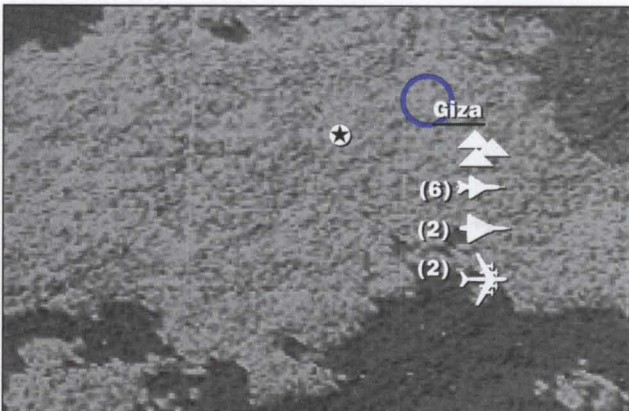
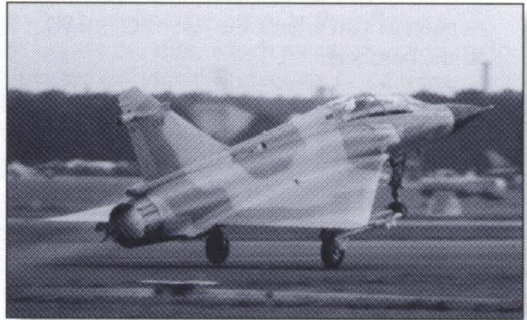
Return to Base.

Mission Analysis

The last wave will be tricky. The bombers are your primary target, but the Mirages will get a missile lock on you if they're not engaged. Likewise, the bombers will blast the artifacts if they're not engaged. One strategy is to send your wingman to divert the Mirages while you concentrate on the

bombers. Down the bombers and rejoin your wingman to clear the area of all enemy planes. Remember that \$100,000 bonus for each plane shot down.

For this mission, I like to bring along (2) AIM-120s for the bombers. Swat the MiGs and Mirages out of the sky. Once you have downed the final wave of Mirages, the Tu-95s should show up. Use the two AIM-120s to hit them from long range. Take out the bombers and go to base.



Take six 9Ms to take out the MiGs and Mirages. Tell your wingman to break and attack. Then the bombers will be child's play. — "Kool"

EGYPT – MISSION 3

Objective	Destroy armored column (four tanks and two ZSUs).
Mission Failure	Loss of two out of four artifacts
Payoff	\$2 million
Bonus	\$100K per enemy plane
Enemy Loadout	Mirage: 30mm (250), 9J (2) MiG-29: 30mm (500), 9J (2)
Max Wingman Loadout	20mm (1000), 9J (2), Mk82 (6), LAU (2)

Mission Chronology

Giza. Gain air superiority over two Mirages (veterans). Bomb all of the armored column before it can destroy the pyramids and the Sphinx. Gain some distance from the artifacts and prepare for a battle with two waves of MiGs:

Two MiG-29s (veteran, rookie)

Two MiG-29s (ace, rookie)

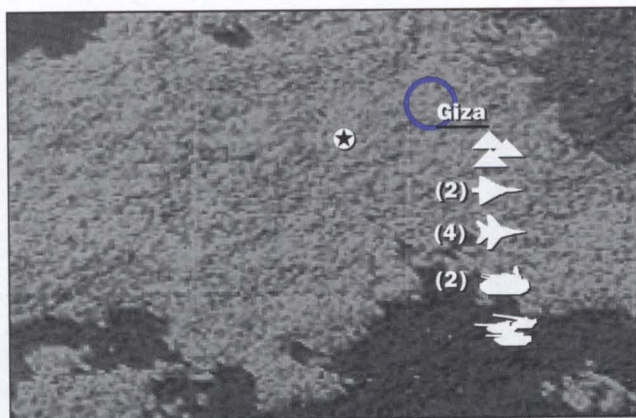
Head for base.

Mission Analysis

Hit the ZSUs first, then use rockets or cluster bombs to clean up. You'll probably need to use your wingman to bomb, too. — "Wipeout"

For this mission we are going up against a bunch of armored vehicles. I like to load full with Mavericks, and two Sidewinders of your choice. Use your best dogfighting tactics to destroy the Mirages — try and save your missiles for later. After those two are out of the way, use your Mavs to take out the ZSUs first, so they don't make your life difficult. Then rake out the ranks. Try to fire a pretty good distance away so you don't chance a misfire. When the last ground target is destroyed, the second wave of MiGs will appear. Now you can bring your missiles into the picture. When they are dead, destroy the next two Mig-29s. Go home. — "Gecko"

Actually, it's not possible to lose this mission, unless you die — the Libyans can only take out one pyramid. Even if you save all the pyramids, replay the mission and let the Libyans succeed, just to watch an awesome explosive display. — "Vampire"



EGYPT – MISSION 4

Objective	Bomb a Libyan fort and earn at least 9 points.		
Targets	Radar	1 @ 1 pt	1 pt.
	40mm	4 @ 1 pt	4 pts
	Truck at fort	4 @ 1 pt	4 pts
	Building in fort	2 @ 3 pts	<u>6 pts</u>
	Total		15 pts
Payoff	\$2 million		
Bonus	\$100K per enemy plane		
	\$100K per point above 9 pts		
Enemy Loadout	MiG-21: 23mm (400), 9J (2)		
	Mirage: 30mm (250), 9J (2)		
Max Wingman Loadout	20mm (1000), 9J (2), Mk82 (6)		

Mission Chronology

Nav 1. No enemies.

SAS. En route to Libyan Fort, you are intercepted by two Mirages (ace, rookie).

Libyan Fort. Bomb the fort. Avoid AA guns mounted in the towers. You have to blow up the fort to destroy the radar that controls those emplacements.

Nav 2. Two MiG-21s (veterans) catch up with you there. Take them out and reverse track for base.

Mission Analysis

Your first battle with the Mirages will be quite cumbersome since your plane will be heavily laden with bombs. Unfortunately, your wingman will be similarly loaded, but you must down those fighters nevertheless.

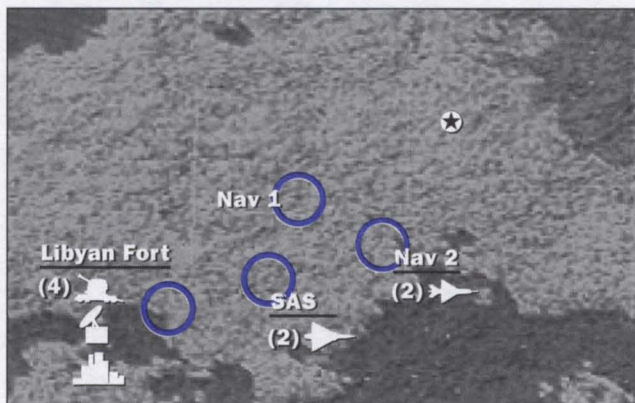
Take out the radar dish first. I've done the fort in one pass with Mk82s, but it's not advisable. — "Wipeout"

For this mission, I like to pack along Mavericks, Mk20s (full rack) and four missiles. At the first nav point, there are some ground targets. Don't attack them, they are friendly. Next, you will come up against two Mirages — use your missiles here since maneuverability is low. Don't be careless with the missiles! Next comes the fort. Drop a Mk20 on the radar dish to deactivate the AAA, then fire Mavericks at the four trucks. Pass by a few more times and put a few more Mk20s in the fort. Autopilot home.

— "Gecko"

Another Explosion Watch note. Don't just take out the guns — gun down the towers supporting the guns. You get the guns and some cool fireballs.

— "Vampire"



CALIFORNIA

Walters will get you in a heap of trouble in this series. He hires you to destroy several Global Oil holdings. First, he wants you to hit a Global Oil tanker in the San Francisco bay. You return to some distressing news even though you do get paid. He then sends you to hit yet another tanker, but by now you have lost any element of surprise and will meet resistance from the Southern California Military and Global Oil.

When you've sunk the second tanker, Walters will send you to hit Global Oil's TransAmerica Building in downtown San Francisco. And finally, he wants you to blow up one of their major refineries.

Southern California Military. The Southern California Military largely comprises veteran pilots with above average flying skill, tempered with a lower air-to-air skill and a complementary confidence level. They are highly verbose and not terribly concerned with weapon conservation.

Global Oil. These aces have very high flying, air-to-air and air-to-ground skills, surpassed only by their confidence and aggressiveness. These hotshots are very conservative with weapons.

<u>Pilot</u>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
F-15 (Southern California)									
	10	10	15	8	12/6/3	13/6/3	10/5/2	12	9
F-15 (Global Oil)									
<i>Rookie</i>	10	14	16	10	8/4/2	8/4/2	8/4/2	8	12
<i>Veteran</i>	4	15	10	16	12/6/3	12/6/3	12/6/3	4	15
<i>Ace</i>	1	16	10	10	15/7/3	15/7/3	15/7/3	6	16



CALIFORNIA – MISSION 1

Objective	Destroy oil tanker.
Payoff	\$2 million
Bonus	None
Enemy Loadout	F-15: 20mm (900), 9J (4)
Max Wingman Loadout	20mm (1000), 9J (2), Mav (6), Mk82 (6)

Mission Chronology

SAS. En route to Nav 1, you encounter two pairs of F-15s (all veterans).

Nav 1. Three 40mm guns.

Tanker. You must knock out the defending ground emplacements (a ZSU and a 40mm gun) and move in for the tanker. The four PT boats are neutral — leave them alone.

Nav 2. After bombing the tanker, battle two F-15s (veterans) here.

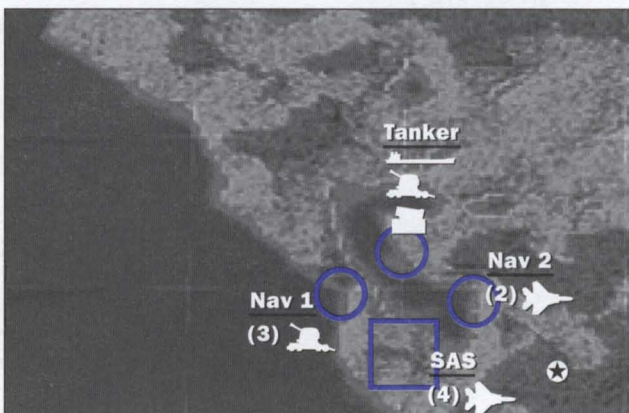
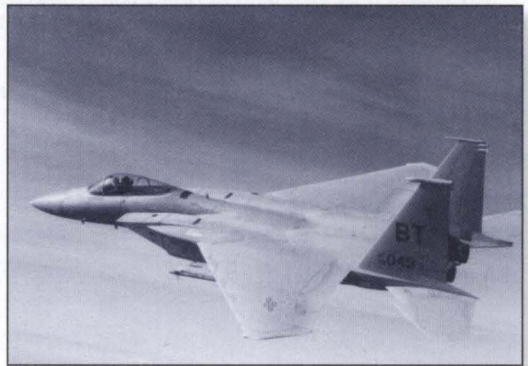
Mission Analysis

The veteran pilots in the first action sphere will be a good challenge for you. Take a couple of 9Ms or you'll never make it through. As soon as you come out of autopilot, be ready for a good fight. You should try to target at least one of the planes as it flies towards you. Use your 9Ms as the planes come towards you because if you don't, you're dead.

Make sure you have at least a couple of 9Js too, so you can finish off the rest of their air support. You

can approach the AA gun and the SAM at a low altitude and target them with Mavericks. Take a full load. At the tanker site, dive to about 100 feet above sea level. Hit full afterburners and choose a GBU-15. Make sure you target the tanker and let the glide bomb fly. You have two, but if you have a choice, don't miss. It gets worse on your second run.

— "Big Byrd"



CALIFORNIA – MISSION 2

Objective	Destroy oil tanker.
Payoff	\$2.3 million
Bonus	None
Enemy Loadout	F-15: 20mm (900), 9J (4)
Max Wingman Loadout	20mm (1000), 9J (2), GBU (2), Mk82 (6)

Mission Chronology

Oops, wrong target. That crafty Walters really meant *this* tanker.

Nav 1. Two F-15s (ace, veteran).

Nav 2. no enemies.

Tanker Two. Your tanker target, defended by a destroyer and two PT boats. Blast the defense and hit your target.

Nav 3. No enemies.

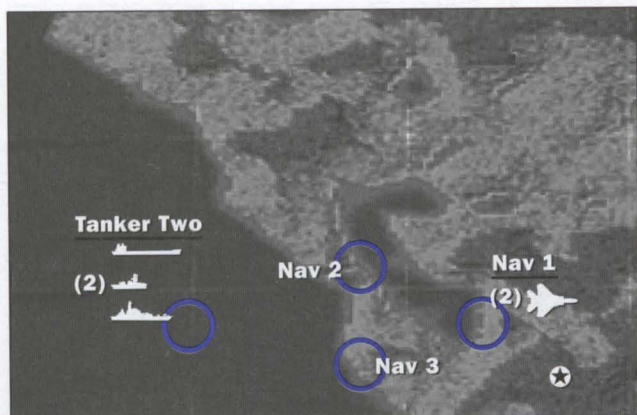
Mission Analysis



If you can afford it, you would be well advised to carry at least two 9Ms on this trip. (Also load six Mavericks and two GBU-15s — just in case you miss!) The F-15s you encounter are not rookies, and they will spiral you to the ground if you don't take them out quickly. As you come out of autopilot, lock one of them with a 9M and fire. If you miss, fire again. You don't want

to have to dogfight both at once. After clearing the area, head to the tanker. Hit the destroyer (and maybe the PT boats), then use the same strategy as in last mission, a low approach of about 100 feet. Then, hit the afterburners and target the tanker. Drop a GBU-15 and scoot out of there before the PT boats splash you.

—“Big Byrd”



CALIFORNIA – MISSION 3

Objective	Bomb TransAmerica building.
Payoff	\$3 million
Bonus	\$100K for each enemy plane
Enemy Loadout	F-15: 20mm (900), 9J (4)
Max Wingman Loadout	20mm (1000), 9J (2), GBU (2), Mk82 (6)

Mission Chronology

SAS a. En route to Target, encounter two F-15s (ace, veteran). Watch for the 40mm gun below.

Target. The tower is defended by three 40mm guns and a SAM. Avoiding them, take out the tower.

SAS a. On the way back home, you're jumped by two more pairs of F-15s (ace, rookie), (veteran, rookie), abetted by another 40mm gun.

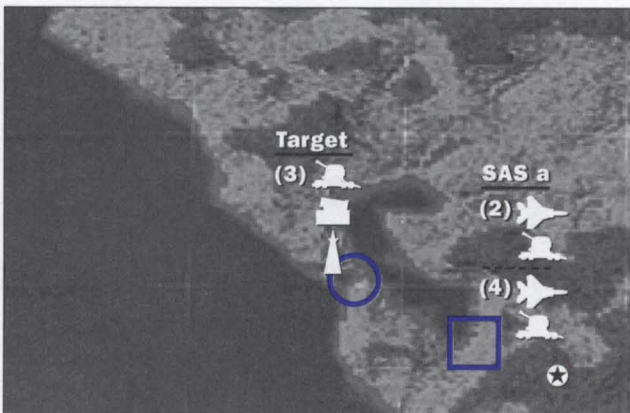
Mission Analysis

This time around you will need all the luck you can get. Load your plane with as many 9Ms as you can afford. If you can't buy all six 9Ms, supplement with a couple of 9Js. Make sure you target one F-15 with a Sidewinder before the fight begins. Then, you should be able to take out the other one with your guns. Try and save your missiles for the ride home, when you might be a little crippled and need the extra help.

When you get to the city, fly low, but not too fast — MIL5 is a good speed. Approach the TA tower and drop a GBU-15. After you drop the glide bomb, hit AFT5 and get going, but make sure you hit the target. If you miss, swing around and try the same approach again. No good pilot would miss twice. Once the mission is accomplished, head home, but be ready for some hard air-to-air. On the way home, it would be smart to take at least one of the F-15s down with guns, so you will have a missile left for your last hurrah. After clearing those two out, two more F-15s come out of nowhere. Use the rest of your Sidewinders to get these guys, and take out what's left with your guns. If you make it through this, be proud. — "Big Byrd"

If you want to skip the initial dogfighting, fly at a heading of 270° until you see the target waypoint due north, then autopilot. This way you only have to mess with four planes instead of six. Or you can time burst south after you destroy the TA building until your strike base is due east. Autopilot from there. That way, you can skip the dogfighting altogether.

— "Deetchman"



CALIFORNIA – MISSION 4

Objective	Destroy refinery.
Payoff	\$2.5 million
Bonus	None
Enemy Loadout	F-15: 20mm (900), 9J (4)
Max Wingman Loadout	20mm (1000), 9J (2), Mav (6), Mk82 (6)

Mission Chronology

Nav 1. No enemies.

SAS a. En route to Runway, two F-15s (ace, veteran) challenge you.

Runway. Two more F-15s (veteran, rookie) and two 40mm guns.

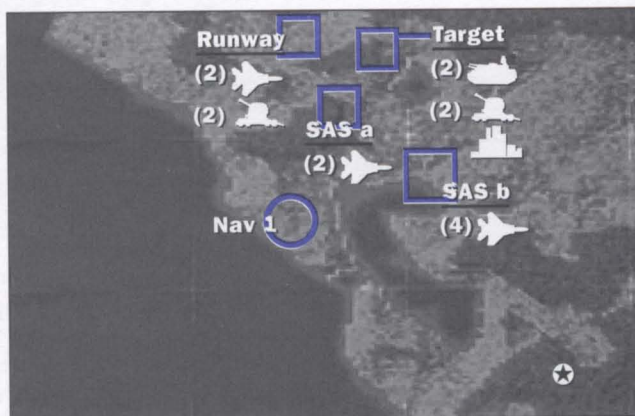
Target. The refinery is guarded by two ZSUs and two 40mm guns. Destroy them, take your hit at the refinery and head home.

SAS b. If you cut through the middle on the way or on the way back, you face four F-15s (two veterans, ace, rookie).

Mission Analysis

It's always a good strategy to bomb a runway when you get the chance, but make sure you save enough ammo for the mission objective. Load up with four 9Ms and two GBU-15s, and finish out with Mavericks. You need to try and hit at least three planes with your four Sidewinders on this mission. You must hit at least two with missiles or you will have a mission impossible on your hands. After downing all four of the enemy F-15s in your way, continue on to the refinery. Fly low and fast as in the past and lock that rig on target. Pass by all the ZSUs — there is no need to waste your ordnance. Once locked on target, drop a GBU-15 and keep going. This rig is built tough, and it may take a few passes to bring it down. Use both of your glide bombs first, then go to Mavericks and hit it until it blows. Then, head for home. Make sure you don't cut the secret action sphere (SAS b) mentioned above. At your fatigue level, it would be suicide. — "Big Byrd"

Preferred Loadout: 9Ms and Mavericks or GBUs. Mavericks are probably a better pick, especially if you enjoy destroying everything in sight. The easiest way to complete this mission is to autopilot to the Target waypoint and destroy the refinery. You will get a "mission complete" message and receive your payment. Obviously, it would feel good to destroy the runway, but who cares? Money is what concerns you — you're a merc. — "Deetchman"



ARIZONA

The state of Arizona hires you to prevent Nevada from annexing a stretch of their canyon. First, gain air superiority by taking out Nevada's air defenses around the canyon. Second, fly an interdiction strike in which you bomb a strategic base. Third, slalom down the canyon for another interdiction strike to hit a supply base.

Nevada Military. The Nevada Military aces, flying F-16s and F-18s, have the same training as the Alaskan Military. They also have aces flying A-10s with very good flying skills and even better air-to-air and air-to-ground skills, matched by their level of confidence and aggressiveness.

<i>Pilot</i>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
A-10									
<i>Veteran</i>	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
<i>Ace</i>	1	15	16	10	14/7/3	15/7/3	15/7/3	8	15
E-3 Sentry									
	0	5	10	10	0	0	0	0	0
F-16									
<i>Rookie</i>	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
<i>Veteran</i>	5	12	10	15	10/5/2	13/6/3	10/5/2	5	10
<i>Ace</i>	0	16	16	10	15/7/3	13/6/3	14/7/3	8	15
F-18									
<i>Rookie</i>	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
<i>Veteran</i>	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
<i>Ace</i>	2	13	15	10	14/7/3	14/7/3	15/7/3	8	14



Nevada's army has laid an elaborate network of anti-aircraft along the canyon. The units are moved frequently, so exact positions are impossible to report, but reconnaissance data indicates at least (39) stationary SAMs along the rim and (37) 40mm sites along the canyon's basin. These seem to be general defenses and are not coordinated with other defensive operations in the area.

ARIZONA – MISSION 1

Objective	The Sentry, the F-16s and enough radar installations to earn 13 points.		
Targets	F-16	4 @ 1 pt	4 pts
	Sentry	1 @ 3 pts	3 pts
	Radar	3 @ 3 pt	<u>9 pts</u>
	Total		16 pts
Payoff	\$2 million		
Bonus	None		
Enemy Loadout	F-16: 20mm (1000), 9M (2)		
Max Wingman Loadout	20mm (1000), 9J (4)		

Mission Chronology

The Sentry begins in Zone 3 and travels around.

Zone 1. You're jumped by two F-16s (ace, veteran).

Zone 2. If Sentry is still alive, you battle two more F-16s (rookies).

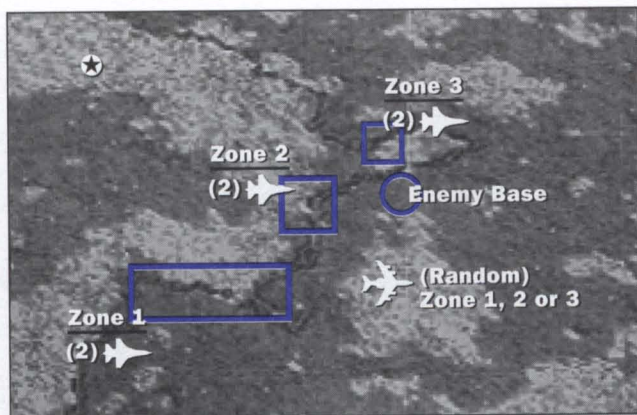
Zone 3. If you have not yet downed the Sentry, you find it and two F-16s (veterans). If you have downed the Sentry in another zone, Zone 3 contains two F-16s (ace, rookie).

Enemy Base. Ignore for now.

Mission Analysis

Practice Roberts Pass and Templeman Cut in the training missions. When you can fly them at high speeds (Mach 1+) regularly, you're ready for this canyon. Don't be stingy with missiles because the air cover can still hit you in the canyon. Make sure you hit the Sentry. The rest of the missions become decidedly more difficult if you let it live. — "Wipeout"

Preferred Loadout: (4) 9Ms, (4) AMRAAMs, (6) Mavericks. Take out two F-16s with guns and one 9M. Watch out for SAMs. Go in as low as possible and be sure you take out the radar dish on the other side of the canyon. If you can hit the first two F-16s fast, those rookies will collide with each other. Then find and target that Sentry. If you don't get him now, you'll have to get him next mission, but it'll be tougher! — "Demi-God"



ARIZONA – MISSION 2

(If you downed the Sentry in Mission 1)

Objective	Destroy enough of the base to earn 14 points.		
Targets	Outlying Radar	6 @ 1 pt	6 pts
	Base Radar	1 @ 2 pts	2 pts
	Runway	1 @ 6 pts	6 pts
	Hangar	2 @ 2 pts	4 pts
	Office	1 @ 2 pts	2 pts
	Tower	1 @ 2 pts	<u>2 pts</u>
	Total		22 pts
Payoff	\$2.3 million		
Bonus	None		
Enemy Loadout	F-16: 20mm (1000), 9M (2)		
	F-18: 20mm (600), 9J (2)		
Max Wingman Loadout	20mm (1000), 9J (4), Dur (6), Mk82 (12)		

Mission Chronology

Zone 1. Three SAMs and two radar dishes.

Zone 2. Six SAMs and two radar dishes.

Zone 3. Two F-16s (veteran, rookie) intercept you. They are aided by a SAM (with two dishes) and a mobile SAM.

Enemy Base. The base is defended by two F-18s (ace, veteran) and two SAMs.

Mission Analysis

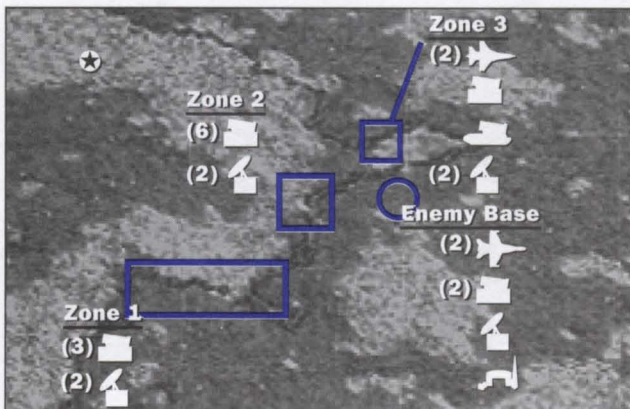
Preferred Loadout: (4) 9Ms, (6) Mavericks, (6) Durandals. Zone 1: Ignore the first SAM sites by sand surfing your F-16 (flying really low). Once you reach the lip of the canyon, invert and drop into the canyon with Mavericks loaded. Take out the radar dish, then autopilot to the next nav point. Zone 2: Avoid the six SAMs and autopilot again. (They're not necessary, so don't waste ordnance. If you're into destruction for its own sake, or for the sake of a high score, use your Vulcan.) Zone 3: Two F-16s with an attitude. Take the first one out with guns on the first pass, bank around and hit the other one with a 9M.

Enemy Base: Draw the two F-18s down into the canyon, throttle back and hit your flaps. Stay in the canyon for fighting. The F-18s will spend more time dodging the walls than hitting your plane. Get out of the canyon and load your Mavericks. Hit the radar dish and the

two SAM sites first to give yourself room to breathe. Then hit installations with guns and/or remaining Mavericks. This is most important! Nail that runway hard! If you don't, you'll regret it in the next mission.

— "Demi-God"

See the other Mission 2 for more notes.



ARIZONA – MISSION 2

(If you did not shoot down the Sentry in Mission 1)

Objective	Destroy enough of the base to earn 16 points.		
Targets	Sentry	1 @ 2 pts	2 pts
	Outlying Radar	6 @ 1 pt	6 pts
	Base Radar	1 @ 2 pts	2 pts
	Runway	1 @ 6 pts	6 pts
	Hangar	2 @ 2 pts	4 pts
	Office	1 @ 2 pts	2 pts
	Tower	1 @ 2 pts	<u>2 pts</u>
	Total		24 pts
Payoff	\$2.3 million		
Bonus	None		
Enemy Loadout	F-16: 20mm (1000), 9M (2)		
	F-18: 20mm (600), 9J (2)		
Max Wingman Loadout	20mm (1000), 9J (4), Dur (6), Mk82 (12)		

Mission Chronology

Note: Zones 1, 2, and 3 do not appear on the game's map, but they do exist.

Zone 1. Two F-16s (veteran, rookie) and three SAMs.

Zone 2. The Sentry, escorted by two F-18s (ace, rookie); also six SAMs.

Zone 3. Two F-16s (veteran, rookie), a SAM (plus two dishes) and a mobile SAM.

Enemy Base. The base is defended by two F-18s (ace, rookie) and two SAMs.

Mission Analysis

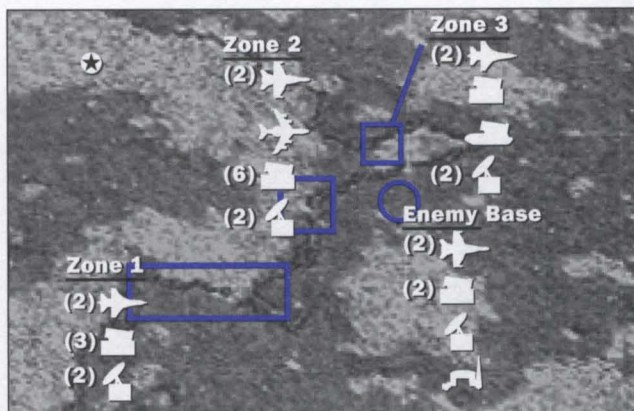
You get no points for bombing SAMs, so target their controlling radars instead. You get no points for the enemy planes either, but you must clear an area before you can autopilot out of it. At the enemy base, clear the defenses, then bomb what you can of the base. Target the runway first since it's worth the most points.

Release your wingman and check your air radar frequently. Take up a good ground pilot with you, or the SAMs will be much more of a problem. — "Wipeout"

Preferred Loadout: (4) 9Ms, (12) Mk20s and (4) Durandals. Make sure you take out the Sentry at Zone 2. After clearing the Enemy Base airspace, make a run on the radar dish to knock out the ground

fire. Then drop all four Durandals on the runway. If you miss, get out of there, because you can't win. If you do get the runway, blow up a few more ground targets until you accomplish the mission, then head home. — "Big Byrd"

See the other Mission 2 for more notes.



ARIZONA – MISSION 3

Objective	Destroy enough of the base to earn 10 points.		
Targets	F-18 (ace)	1 @ 1 pt	1 pt.
	Oil drum	1 @ 1 pt	1 pt.
	Hangar	2 @ 2 pts	4 pts
	Building	1 @ 5 pts	<u>5 pts</u>
	Total		11 pts
Payoff	\$4 million		
Bonus	None		
Enemy Loadout	F-18: 20mm (600), 9J (2)		
	A-10: 30mmgau (1174), Mav (12)		
No Wingman			

Mission Chronology

Fly a solo slalom down the canyon to destroy the supply base.

Insertion. No enemies. Enter the canyon and head for the depot.

Depot. Sweep the two F-18s (ace, veteran) from the depot. You'll be flying manually, no autopilot. Avoid SAMs above the rim. Destroy the depot. Reverse track down the canyon to base. You can autopilot after completing the mission objectives.

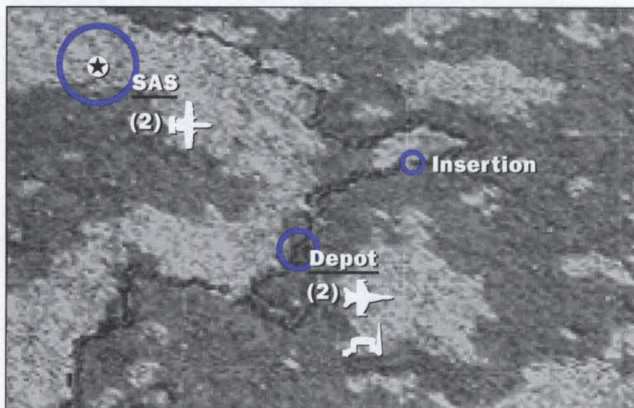
SAS. When you return home, two A-10s intercept you.

Mission Analysis

Take out the F-18s before you try the depot. Mavericks, though expensive, are the most efficient way to take out the depot, though rockets aren't too bad. — "Wipeout"

Preferred Loadout: (12) Mavericks, (4) 9Ms. *Insertion:* Drop into the canyon and load Mavericks. As you're flying down the canyon, take out AA guns as fast as you can. Do this until you have four Mavericks left. Go to Chase Plane View and use "Target" to highlight and dodge up-coming AA guns. This makes them more visible.

Keep flying low — there are SAM sites on the rim! Continue flying down the canyon until you reach the depot target and fire on only one target. Then revert to cockpit view to load your 9Ms because there are F-18s close behind you! Take them out, but stay in the canyon and out of sight of the SAMs. You now have all the time you need to clean up the rest of the depot with your remaining Mavericks. — "Demi-God"



CALIFORNIA AGAIN (OPTIONAL)

Northern California hires you to defend water rights against the Southern California Military. You fly these missions with a Northern wingman. First, you lead an escort mission through heavily defended enemy territory. Second, an interdiction strike takes you again deep within enemy boundaries to cut off a critical supply base. Third, a naval strike gives you a maritime advantage.

Southern California Military. These pilots, flying F-18s, are extremely aggressive with a confident flying skill, tempered with good air-to-air and air-to-ground skills. They are quite conservative.

<u>Pilot</u>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
E-3 Sentry	0	5	10	10	0	0	0	0	0
F-15 (your wingman)	10	10	16	8	12	13	10	12	9
F-18									
Rookie	12	10	16	9	6/3/1	8/4/2	6/3/1	8	14
Veteran	6	12	12	16	10/5/2	10/5/2	11/5/2	10	14
Ace	5	14	16	10	14/7/3	13/6/3	13/6/3	13	16

Your wingman for these missions is a Northern California officer. His ammunition and missiles are provided by those forces — you don't need to worry about them.



CALIFORNIA AGAIN – MISSION 1

Objective	Defend E-3 Sentry and shoot down 6 enemy planes.
Mission Failure	Losing Sentry
Payoff	\$2 million
Bonus	\$100K per plane over 6
Enemy Loadout	F-18: 20mm (600), 9J (2)
Wingman Loadout	F-15: 20mm (900), 9J (4)

Mission Chronology

Escort the Sentry through a gauntlet in enemy territory.

Sentry. Rendezvous with your charge. All you have to do now is get back to base, but the winds will not be in your favor.

Gauntlet. You must shoot down one F-18 after another — each victim is replaced by a new attacker:

First two (ace, veteran), then (ace), (rookie), (veteran), (veteran).

If you manage to down all six enemy planes without losing the Sentry, you have accomplished the mission and can autopilot to the base with no further interference.

If, however, you lose the Sentry, your home stretch is rocky indeed, with up to eight more F-18s waiting to intercept you — at least (two aces, veteran, rookie), and possibly (two veterans), (veteran, rookie).

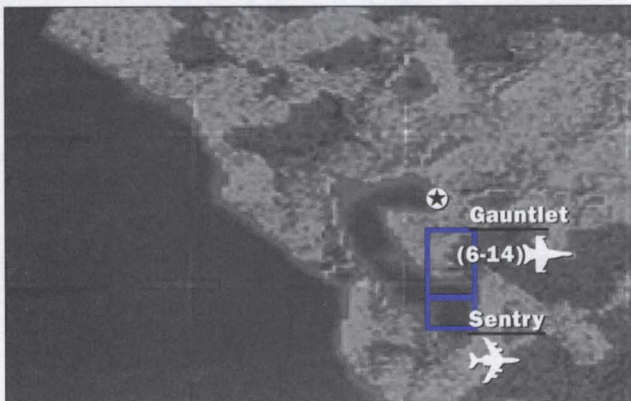
Mission Analysis

I take four 9Ms and at least a couple of 120s to keep the F-18s busy and away from "Voyeur." Upon hitting the action sphere, I tell my wingman, "Wave," to break formation — you'll need him on this one — then go to dogfight mode and switch to Sidewinders. The first two bandits should be to your right at about ten miles when you come out of auto. Wait until they're in range and zap them with the 9Ms, but don't give them time to flare you. Wait until they're only a couple of miles away so they won't have time to react. Keep an eye on the Sentry or the F-18s will down him in no time. If the Sentry lives, you'll have a safe ride home. If not, you'd better hope you have some ordnance left because it's hard to run from an F-18.

— "Styg"

Load up on 9Ms.

— "Kool"



CALIFORNIA AGAIN – MISSION 2

(If the Sentry survived Mission 1)

Objective	Destroy enough to earn 14 points.		
Targets	F-18s	6 @ 1 pt	6 pts
	Hangar	2 @ 2 pts	4 pts
	Office	1 @ 2 pts	2 pts
	40mm AA	5 @ 1 pt	5 pts
	Mobile Howitzer	2 @ 1 pt	2 pts
	Runway	1 @ 3 pts	3 pts
	SAM	1 @ 1 pt	<u>1 pt.</u>
	Total		23 pts
Payoff	\$2 million		
Penalty	\$500K if Sentry shot down		
Bonus	\$100K per point over 14 points		
Enemy Loadout	F-18: 20mm (600), 9J (2)		
Wingman Loadout	F-15: 20mm (900), 9J (4)		

Mission Chronology

Muster. Rendezvous with your wingman.

Approach. You tangle with a pair of F-18s (ace, rookie).

L.A. Base. As you reach the base, you're jumped by two F-18s (ace, rookie). The base is also guarded by five 40mm guns and a SAM. Either take them out or avoid them, and bomb the base.

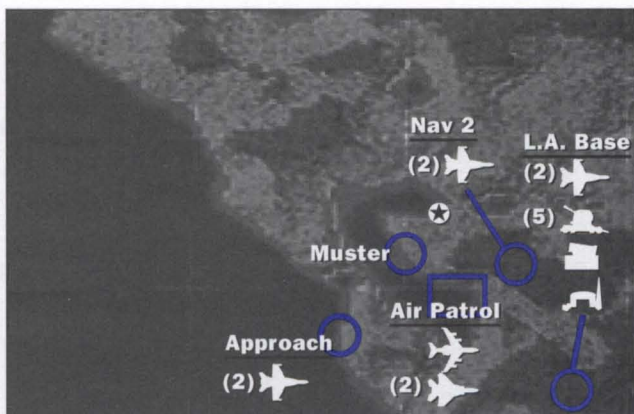
Nav 2. Two more F-18s, (veteran, rookie). When you've finished, autopilot to base.

Air Patrol. Your Sentry, plus two F-15 escorts. Ignore them.

Mission Analysis

After eliminating air and ground defenses around a base, it's always good to start your bombing with the runway to prevent reinforcements.

Preferred loadout: (2) 9J, (2) 9M, (12) Mk82, (6) Durandal. If you can't use the CCRP bombing mode required for the Durandals, load up with Mavs instead and save your Mk82s for the runway. At one end of the runway there's a SAM launcher and an AA gun that can be taken out with one drop of two Mk82s if you place the bombs right in between them. Then pickle the runway. If you still don't get the "mission accomplished" message after taking out the runway, you might have to take out the hangars as well. Use guns in strafe mode if you don't have any ordnance left, but save some ammo for the two F-18s you will encounter on the way back. — "Styg"



CALIFORNIA AGAIN – MISSION 2

(If the Sentry was shot down in Mission 1)

Objective	Destroy enough to earn 16 points.		
Targets	F-18s	8 @ 1 pt	8 pts
	Hangar	2 @ 2 pts	4 pts
	Office	1 @ 2 pts	2 pts
	40mm AA	5 @ 1 pt	5 pts
	Mobile Howitzer	2 @ 1 pt	2 pts
	Runway	1 @ 3 pts	3 pts
	SAM	1 @ 1 pt	<u>1 pt.</u>
	Total		25 pts
Payoff	\$2 million		
Bonus	\$100K per point over 16 points		
Enemy Loadout	F-18: 20mm (600), 9J (2)		
Wingman Loadout	F-15: 20mm (900), 9J (4)		

Mission Chronology

Nav 1. Rendezvous with your wingman.

Nav 2. You tangle with a pair of F-18s (ace, veteran).

Enemy Base. A couple of F-18s (veteran, rookie) are guarding the base. Take them out before turning to the anti-aircraft installations: one SAM and five 40mm guns. Once you've taken out all the defenses, you can easily bomb the base.

Nav 3. No enemies. Head home.

SAS. If you fly directly from Nav 1 to L.A. Base, you battle two pairs of F-18s (ace, rookie) and (veteran, rookie).

Mission Analysis

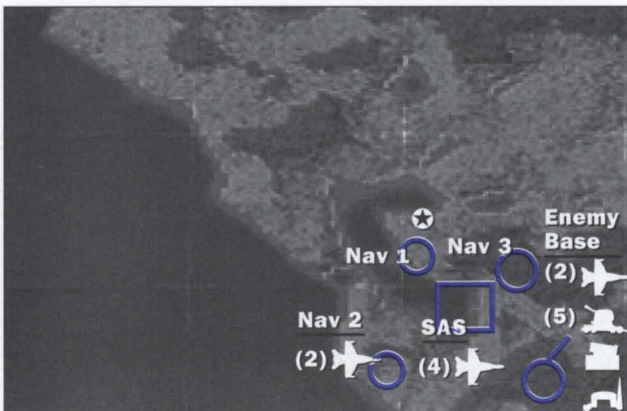
If you need extra money and have enough ordnance left, you may want to hit SAS on purpose.

Same as with the other Mission 2, except it's even more imperative that you take out the building and AA gun to the north of the runway or you won't accomplish the mission. If you have trouble finding the HQ and guns, set your nav map back to Nav 2 and auto there, then auto back to the L.A. Base nav point. You should be on the right heading to go

right over the building when you come out of auto. Look for tracers and toggle your external views with **Ctrl|F6**, as well as using your radar to ascertain the location of the enemy targets.

— "Styg"

See the other Mission 2 for more notes.



CALIFORNIA AGAIN – MISSION 3

Objective	Sink carrier.
Payoff	\$2 million
Bonus	\$100K per plane and PT boat; \$200K per destroyer
Enemy Loadout	F-18: 20mm (600), 9J (2)
Max Wingman Loadout	20mm (1000), 9J (2), GBU (2), Mk82 (6)

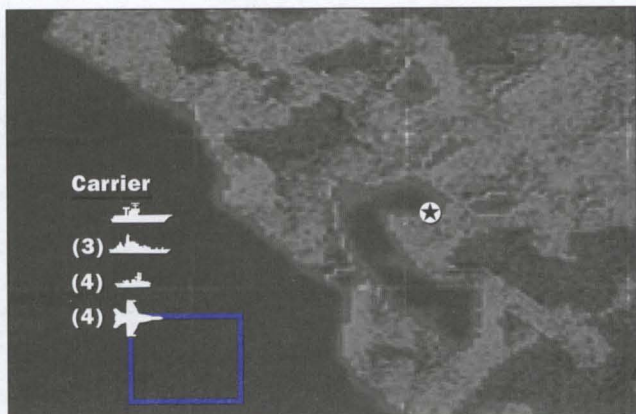
Mission Chronology

Carrier. The carrier is guarded by three destroyers, four PT boats and an air patrol of two F-18s (veterans). Two more F-18s (veteran, rookie) show up just after you sink the carrier. When your job is complete, hit autopilot to head for the base.

Mission Analysis

You'll need to gain air superiority over the two veterans, then hit the PT boats and finally move in for the prize. I recommend a GBU-15 for a destroyer hit to avoid a direct fly-over, since destroyers have missiles. However, if you're good at dodging on your approach, you can drop Mk82s and take out the carrier in one pass. Select six Mk82s and approach as fast as you can while rolling and jinking. Line up stern to bow and swoop down, pickling off two at the stern, two in the middle and two at the bow. Bank hard and keep going; those six bombs will definitely do the trick if they hit.

I take (2) GBUs and (6) MAVs for the nautical targets, and a couple of 9Ms for the four F-18s that you will encounter during the mission. It takes two GBUs to take out the carrier, so I usually launch both upon targeting it, then bank hard and head back the way I came until I get the Victim View of the ship going up in flames. At this point you should get the "mission accomplished" message. Dispatch the second set of F-18s. Next, I work on the destroyers at a distance with the Mavericks until I'm either out of ordinance or out of chaff to ward off their radar-guided missiles. It's a smooth run back to base so don't hold anything back here at sea.
— "Styg"



GERMANY (OPTIONAL)

Germany hires you to defend their territory against the British, who are trying to use a WWII technicality to reclaim the area. First, you fly a combat air patrol to gain air superiority over the British. Second, you mount an interdiction strike to bomb a bridge critical to the advance of a British armored column toward a castle that the Brits are fortifying. Third, you sweep air defenses and suppress ground defenses to clear the way for German A-10s to drop their load on the castle.

British Tornados. These pilots are very tough in their Tornado killing machines. They have aggressive flying and air-to-air skills with the accuracy to conserve ammo. These pilots are extremely confident and fairly conservative.

<i>Pilot</i>	<i>TH</i>	<i>CN</i>	<i>VB</i>	<i>LY</i>	<i>FL</i>	<i>AG</i>	<i>AA</i>	<i>SM</i>	<i>AG</i>
A-10 (friendly)	5	13	10	16	10	15	12	5	10
Tornado (ace)	7	16	10	16	14/7/3	14/7/3	13/6/3	9	13



GERMANY – MISSION 1

Objective	Down enough planes to earn 6 points, or earn 2 points and get to all three nav points.		
Targets	Tornado	12 @ 1 pt	12 pts
Payoff	\$1.5 million		
Bonus	\$100K per plane		
Enemy Loadout	Tornado: 27mm (500), 9M (4)		
Max Wingman Loadout	20mm (1000), 9J (2), Mk82 (6), LAU (2)		

Mission Chronology

Nav 1. No enemies.

SAS a. En route to Nav 2, battle two Tornados.

Nav 2. You are jumped by two Tornados.

SAS b. En route to Nav 3, avoid two ZSUs.

SAS c. Continuing toward Nav 3, you engage two waves of two Tornados each.

Nav 3. No enemies. Return to base.

SAS d. If you cut through the center of your patrol box, you will be jumped by two waves of two Tornados each.

Castle and Bridge. Don't go to these yet.

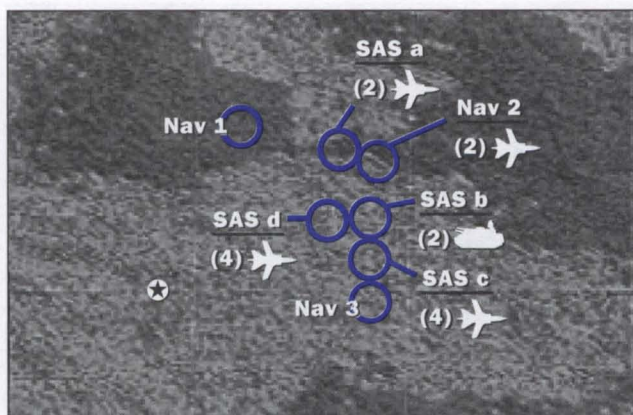
Mission Analysis

If you have a couple of bombs, it's a good idea to hit the ZSUs. If you don't, just avoid them and concentrate on downing as many enemy planes as possible. With both air defense and ground defenses still in place, you probably won't survive a preemptive strike against the castle. It's also a bad idea to bomb the bridge, because if you do, you won't get to fly the next mission.

Stay on your patrol route. If you get into trouble, fly back through your route. Don't cut through the center. Don't try to hit targets for later missions; the best that could happen is that you'll lose a lot of money in later payoffs. — "Wipeout"

Preferred loadout: (4) 9Ms, (4) 120s. If you want extra ground kills, take two Mavericks for the ZSUs. If you don't, just autopilot past them to the next nav point. You fight the last two Tornados on the way to Nav 3. If you want more air kills and are in good enough shape, head to the center of the nav map to fight the four Tornados there.

— "Primate"



GERMANY – MISSION 2

Objective	Bomb the bridge.		
Targets	M1 Tank	2 @ 2 pts	4 pts
	ZSU	4 @ 1 pt	<u>4 pts</u>
	Total		8 pts
Payoff	\$2 million		
Bonus	\$100K per point		
Enemy Loadout	Tornado: 27mm (500), 9M (4)		
Max Wingman Loadout	20mm (1000), 9J (4)		

Mission Chronology

Nav 1. No enemies.

Nav 2. You are met by two pairs of Tornados.

Bridge. Two tanks and four ZSUs are on guard. Take bridge out.

Nav 3. No enemies. Return to base.

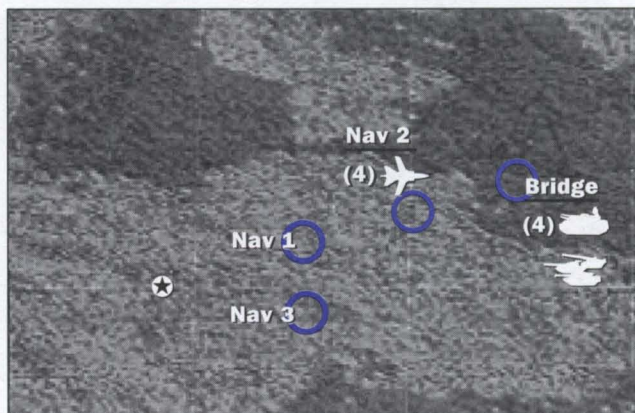
Mission Analysis

Take out enough ground defenses to cleanly bomb the bridge.

Don't take lots of heavy bombs. Six Mk82s should suffice if you're an accurate bomber. Watch for ZSUs after passing the bridge. If you can survive the Tornados, this is a pretty simple mission. — "Wipeout"

Preferred loadout: (2) GBUs, (4) 9Ms. After you take care of the air targets, this mission is a milk run on any difficulty setting. It is easier to defeat the air targets without the LAU rockets putting additional weight and drag on your plane, and you don't need them to finish the mission. Approach the bridge at about 8000 feet and ignore all other ground targets. When you get in range, target the bridge with a GBU, nose down a little, and release it. One GBU will take out the bridge and then you can autopilot home. — "Primate"

If you can afford it, you might want to load a couple of GBU-15s on board. It only takes one good shot. And if you let one go, you can hit AFT5 and climb out of the ZSU range. You'll still have Mk82s if you want to hit anything else on the ground. The trip to the bridge is also fun. Take out the first two Tornados with your guns so you can save your missiles for the ace and his buddy. Get in, get out, get home! — "Big Byrd"



GERMANY – MISSION 3

Objective	Suppress enough defenses to destroy the castle without losing the A-10s.
Payoff	\$3 million
Bonus	None
Enemy Loadout	Tornado: 27mm (500), 9M (4)
Ally Loadout	A-10: 30mmgaw (1174), GBU (4)
Max Wingman Loadout	20mm (1000), 9J (2), Mav (6), LAU (2)

Mission Chronology

Nav 1. Two Tornados intercept you.

Castle. Four more Tornados greet you. Destroy four successive deployments of 40mm gun emplacements (16 guns and four dishes, but this time, destroying a dish will not necessarily silence its guns for the rest of the mission). When three deployments have been (temporarily) knocked out, your A-10s arrive. Make sure that your objective is accomplished, then return to base.

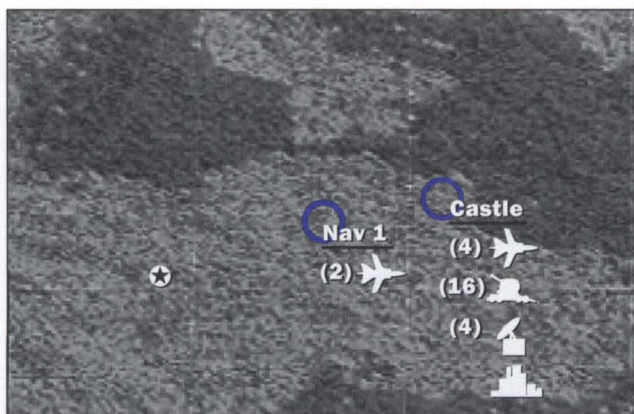
Mission Analysis

Hit a radar dish to silence each 40mm gun deployment. When you've downed the four Tornados and at least three of the four 40mm deployments (or their controlling radars), the A-10s will roar toward the castle to drop their loads.

Do not leave when the A-10s arrive. More 40mm guns can spring up quickly. If the A-10s have made a few passes at the castle and haven't blown it up, hit it yourself if you have some bombs left.
— "Wipeout"

Preferred Loadout: (12) Mavericks, (2) AIM-120s, (2) 9Ms. Use the Mavericks to target the radar dishes from as far away as possible. Take out all of the radar and then clean up any AA guns that are still firing. Wait for the A-10s to bomb the castle and then autopilot home.
— "Primate"

Load up with (4) 9Ms, (12) Mk20s and (6) Mavs. Make sure you take out all of the bogeys as quickly as possible and do not miss hitting a radar dish. Help your wingmen out with the destruction of the castle but make sure they are out of harm first. Dump all your weapons on the target, so you'll have a smooth ride home.
— "Big Byrd"



RHODE ISLAND (OPTIONAL)

The IRS blackmails you into forcibly obtaining tax payments from Rhode Island in exchange for a contract promising not to audit the Wildcats. Your first mission is to fly an interdiction strike into Rhode Island territory. Second, lead a naval strike to obtain maritime advantage. And third, destroy a training facility.

In retaliation against the IRS, Rhode Island then hires you to shoot down a jet with the IRS director on board.

Rhode Island Military. The Rhode Island Military fly a variety of planes. Their F-15 and F-18 pilots have the same training as the Alaskans. Their A-10 pilots have the same training as the Nevadans.

IRS Air Patrol. These pilots are a tough match. They have highly aggressive flying and air-to-air skills, complemented by an even greater confidence level and a very conservative trigger finger.

<u>Pilot</u>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
A-10 (Rhode Island)									
<i>Veteran</i>	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
<i>Ace</i>	1	15	16	10	14/7/3	15/7/3	15/7/3	8	15
F-15 (Rhode Island)									
<i>Rookie</i>	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
<i>Veteran</i>	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
<i>Ace</i>	1	13	15	10	14/7/3	13/6/3	15/7/3	8	15
F-16 (Rhode Island)									
<i>Rookie</i>	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
<i>Veteran</i>	5	12	10	15	10/5/2	13/6/3	10/5/2	5	10
<i>Ace</i>	0	16	16	10	15/7/3	13/6/3	14/7/3	8	15
F-18 (Rhode Island)									
<i>Rookie</i>	10	10	16	10	6/3/1	8/4/2	6/3/1	8	10
<i>Veteran</i>	5	13	10	16	10/5/2	13/6/3	10/5/2	5	10
<i>Ace</i>	2	13	15	10	14/7/3	14/7/3	15/7/3	8	14
F-15 (IRS)									
<i>Rookie</i>	6	12	16	10	9/4/2	9/4/2	9/4/2	6	12
<i>Veteran</i>	4	14	10	16	13/6/3	13/6/3	13/6/3	4	12
<i>Ace</i>	2	16	8	10	15/7/3	15/7/3	15/7/3	6	15
747 (IRS)	0	5	10	10	0	0	0	0	0

RHODE ISLAND – MISSION 1

Objective	4 points at Base 1 and 5 points at Base 2, <i>or</i> destroy both runways.		
Targets	Runway	2 @ 2 pts	4 pts
	Hangar	4 @ 1 pt	4 pts
	Oil drum	1 @ 1 pt	1 pt.
	Building	3 @ 1 pt	<u>3 pts</u>
	Total		12 pts
Payoff	\$1.5 million		
Bonus	\$100K per enemy plane		
	\$100K per point over 9 points		
Enemy Loadout	F-18: 20mm (600), 9J (2)		
Max Wingman Loadout	20mm (1000), 9J (2)		

Mission Chronology

Nav 1. Two F-18s (ace, veteran).

Base 1. Avoid or bomb the two AA guns. Bomb runway and other base buildings.

Nav 2. No enemies.

Base 2. Two more F-18s (veteran, rookie). Either avoid or bomb the single AA gun. Bomb runway and other base buildings, then return to Strike Base.

SAS. If you leave Base 2 before blowing up the runway, you are jumped by two pairs of F-18s (veteran, rookie), (veteran, rookie).

Mission Analysis

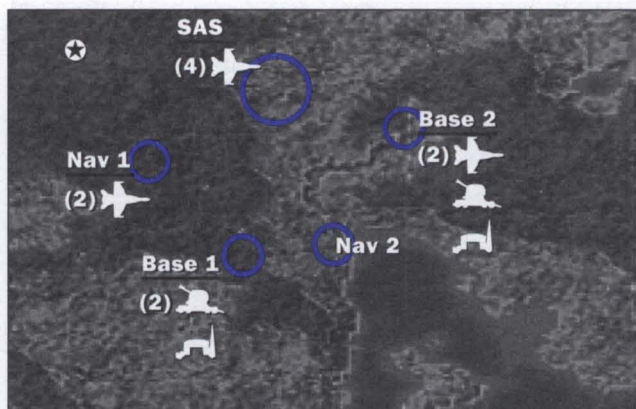
You only have to blow up the two runways to get paid. You don't get points for bombing the AA guns, but it is to your advantage to hit them before they hit you.

Don't be stingy with missiles. The F-18s are good. If you fill the contract by taking out 9 points rather than the runways, the next mission becomes significantly harder.— "Wipeout"

Preferred loadout: (24) Mk82s, (2) 120s, (2) 9Ms. At Base 1 I line up with the runway and make a faster than normal pass (about 600 knots) dropping four pairs of Mk82s. I only turn back if I did not destroy the runway, otherwise I autopilot to the next nav point. At the second base, I still concentrate on the runway but I hang around and clean up as many targets as I can with the ordnance I have left. — "Primate"

Preferred loadout: (6) Durandals, (12) Mk82s, (4) 9Ms. Use your Mk82s to take out the AA guns, then use your Durandals to take out the runway. Save your 82s if you are not good with Durandals. You may need them to take out the runway. Destroy the hangar and the fuel depot with guns. Remember, you're on a budget! Use your 9Ms at the last nav and go home.

— "Demi-God"



RHODE ISLAND – MISSION 2

(If you hit both runways in Mission 1)

Objective	Sink two destroyers and two PT boats.
Payoff	\$1.5 million
Bonus	\$250K per additional PT boat
Enemy Loadout	F-18: 20mm (600), 9J (2)
Max Wingman Loadout	20mm (1000), 9J (2), Mav (6), LAU (2)

Mission Chronology

Nav 1. No enemies.

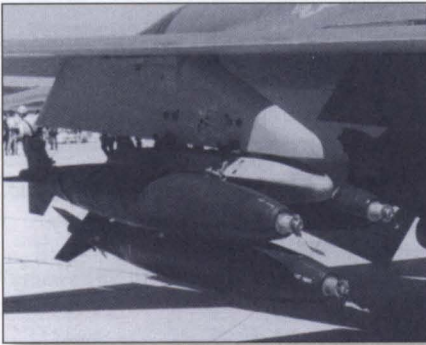
SAS. En route to Target One, battle a pair of F-18s (ace, rookie).

Target One. Take out one or both of the PT boats. Bomb the destroyer.

Target Two. Ditto — take out destroyer and one or two PT boats. Return to Strike Base.

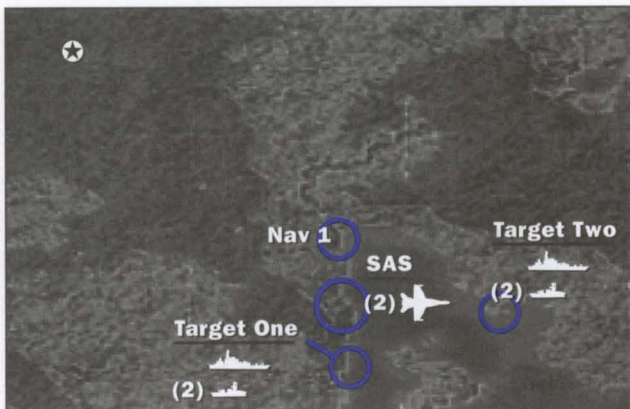
Mission Analysis

You get no money for downing enemy planes, and your maneuverability will be decreased due to your heavy bomb loadout. However, carrying a couple of extra 9Ms for the two F-18s should allow you to gain air superiority if you don't get into too much of a turning match. Remember, it's best to bomb destroyers with GBU-15s so you can avoid a risky fly-over.



Preferred loadout: (6) Mavericks, (12) Mk82s, (2) 120s, (2) 9Ms. Use the Mavericks on the PT boats and Mk82s on the destroyers. Try to approach the ships at Target One so that you only have to bomb one of the PT boats (with Mavericks) and then blast the destroyer. Take out all of the ships at Target Two if you have enough ordnance. If you only have enough for two, then make sure one of them is the destroyer.
— "Primate"

See the other Mission 2 for more notes.



RHODE ISLAND – MISSION 2

(If you did not hit both runways in Mission 1)

Objective	Sink two destroyers and two PT boats.
Payoff	\$1.5 million
Bonus	\$250K per additional PT boat
Enemy Loadout	F-18: 20mm (600), 9J (2) F-16: 20mm (1000), 9M (2)
Max Wingman Loadout	20mm (1000), 9J (2), Mav (6), Mk82 (6)

Mission Chronology

Nav 1. No enemies.

SAS. En route to Target One, battle a pair of F-18s (ace, rookie), then two F-16s (veteran, rookie) and two more F-18s (veteran, rookie).

Target One. Take out one or both of the PT boats. Bomb the destroyer.

Target Two. Ditto — take out destroyer and one or two PT boats. Return to Strike Base.

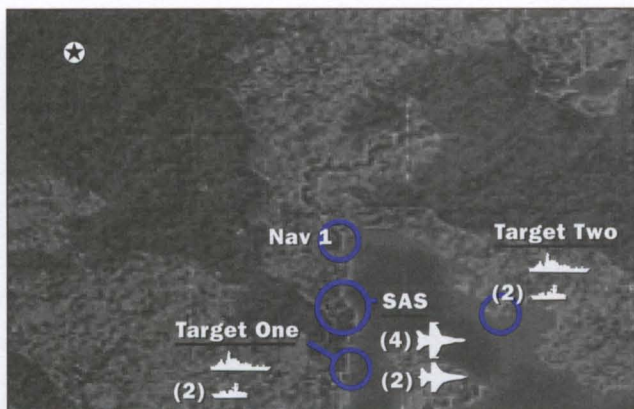
Mission Analysis

If you can't get past the fighters with enough ordinance to take out both destroyers and a couple of PT boats, go back to the last mission and make sure you wax both runways.

Take as many Mavericks as you can carry in addition to four 9Ms. Get some altitude on the F-18s or they will take you swimming. Once you're above them, they will be easy to down with your Vulcan. Watch the two F-16s on your six. Take them out with 9Ms. As if a pair of F-18s and a pair of F-16s weren't bad enough, here come two more F-18s. Take them out with guns and move on. Go in low to take out the ships. Launch your Mavericks and head home.

— "Demi-God"

See the other Mission 2 for more notes.



RHODE ISLAND – MISSION 3

Objective	Destroy any combination of targets to earn 7 points.		
Targets	Hangar	1 @ 2 pts	2 pts
	Office	1 @ 2 pts	2 pts
	Barracks	2 @ 2 pts	4 pts
	M1 Tank	4 @ 1 pt	4 pts
	ZSU	2 @ 1 pt	<u>2 pts</u>
	Total		14 pts
Payoff	\$2 million		
Bonus	None		
Enemy Loadout	F-15: 20mm (900), 9J (4) A-10: 30mmgau (1174), Mav (12)		
Max Wingman Loadout	20mm (1000), 9J (2), Mk20 (6), Mk82 (6)		

Mission Chronology

SAS. En route to Target, you'll be intercepted by two F-15s (veterans), followed by two A-10s (aces).

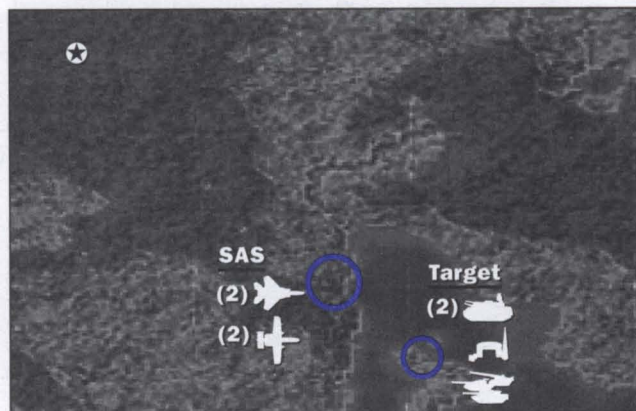
Target. Take out the two ZSUs, then bomb the buildings. Return to Strike Base.

Mission Analysis

Once again, you get no money for downing enemy planes, but they probably won't be that difficult. If you use all your missiles on the F-15s, you'll have to shoot down the A-10s with your Vulcan. They are ace pilots, but they too will have only guns.

Preferred Loadout: (12) Mk20s, (12) Mk82s, (2) 120s, (2) 9Ms. Nothing special here. You have enough ordnance to take everything out. — "Primate"

Preferred Loadout: Mk82s and 9Ms. There may or may not be two more waves of enemies, but if there are, watch out! Once you have finished taking out the hostile planes, go to the base and take out the ZSUs first. This way, you can take your time annihilating the buildings. — "Demi-God"



RHODE ISLAND – MISSION 4

Objective	Shoot down IRS 747
Payoff	\$5 million
Bonus	None
Enemy Loadout	F-15: 20mm (900), 9J (4)
Max Wingman Loadout	20mm (1000), 9J (4)

Mission Chronology

Intercept. You must battle the IRS 747's escort:

Two F-15s (ace, rookie)

Two F-15s (two rookies)

Four F-15s (two aces, two rookies) and the 747.

When you finish, return to Strike Base.

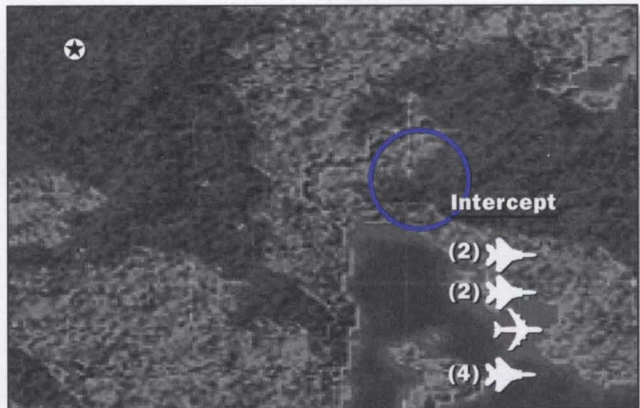
Mission Analysis

You need to take down all of the first two waves. In the last wave, you need to down at least two fighters before you can see an opening to shoot the 747. You can carry at most eight missiles, so you have to fight either the 747 or part of its escort with your gun. The success of your mission depends on eliminating the 747, so if you see an opening, take it out.

Keep some missiles to take out the 747. It's hard to do with just guns. — "Wipeout"

Preferred Loadout: (4) 120s, (4) 9Ms. Try to make every shot count. Once you get a lock, determine which direction your enemy is heading and lead him with the shot (i.e., shoot in front of him or at the point he is flying to). Your missile will not have to adjust as much and has less chance of being fooled by your opponent's countermeasure. I like to save a 120 for the last wave so that I can take out the 747 at the beginning of the conflict. — "Primate"

Preferred Loadout: (4) 9Ms, (4) AMRAAMs. The first two are easy. Take them out but watch for the next wave. As you get closer to the IRS jet, your opponents get more and more skilled. Be sure to save an AMRAAM for the jet. It is a pain to chase him down. — "Demi-God"

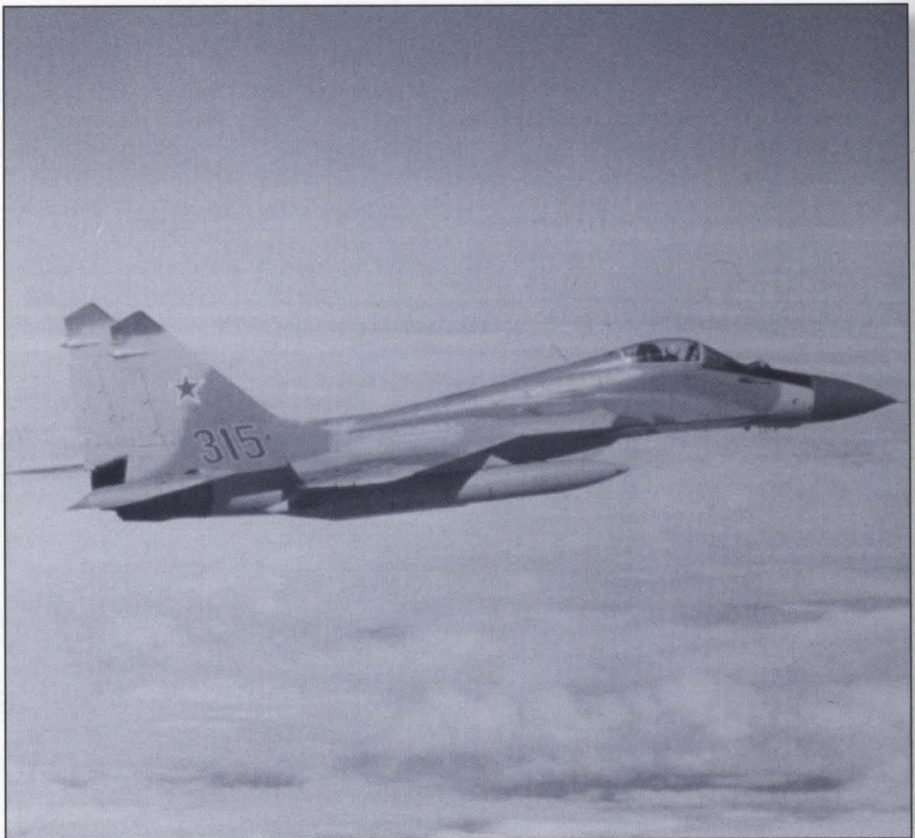


TURKEY AGAIN

The Wildcats return to Istanbul, where Walters hires you to shoot down an escorted TWP jet carrying bogus stock certificates. No sooner do you return to base than you must defend it against a TWP retaliation strike. Walters, true to his nature, neglects to pay you. So, in a cinematic, you find him trying to leave the country, kill him and get rewarded with the large sum of money he is carrying.

TWP Air Guard. These aces, in their MiG-29s and Su-27s, are extremely aggressive, with excellent flying and air-to-ground skills. They have highly confident air-to-air skills but are only fairly conservative with weapons.

<i>Pilot</i>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
MiG-29 and Su-27									
<i>Rookie</i>	14	10	16	10	8/4/2	8/4/2	9/4/2	8	10
<i>Veteran</i>	6	13	10	16	12/6/3	13/6/3	12/6/3	10	10
<i>Ace</i>	8	14	14	10	15/7/3	15/7/3	14/7/3	10	16
Lear Jet	0	5	10	10	0	0	0	0	0



TURKEY AGAIN – MISSION 1

Objective	Destroy Lear Jet.
Payoff	\$3 million, paid after Walters death
Bonus	None
Enemy Loadout	Su-27: 30mm (900), 9M (4) MiG-29: 30mm (500), 9J (2) (Can be avoided by taking out runway)
Max Wingman Loadout	20mm (1000), 9J (4)

Mission Chronology

Nav 1. No enemies.

TWP Base. You and your wingman are intercepted by two Su-27s (ace, veteran). When you've dispensed with them, you meet the Lear Jet and its two Su-27 escorts (ace, rookie). Your primary target is the Lear Jet, but it is highly advisable to bomb the runway as well.

SAS a. Head for Nav 2. If you didn't bomb the runway, you encounter three MiG-29s en route (ace, two veterans). Otherwise, it's a free ride. I wouldn't take any shortcuts, unless you have a surplus of missiles you're itching to target.

Nav 2. No enemies. Hit autopilot to return to base.

SAS b. If you skip Nav 2 and cut through the middle, you're obliged to down four Su-27s (two aces, veteran, rookie).

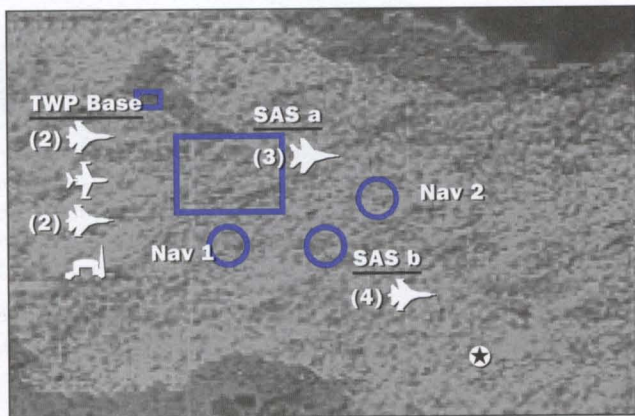
Mission Analysis



Preferred Loadout: (4) 120s, (4) 9Ms. I like to take out the Lear Jet with a 120, then finish off the escort. I never bomb the runway to eliminate the MiG threat. I'd rather show my stuff in the air any day. — "Primate"

You had better be good with guns by now. Let your wingman help you.

— "Kool"



TURKEY AGAIN – MISSION 2

Objective	Shoot down 14 enemy planes.
Mission Failure	Get shot down
Payoff	There's no money to be made in this mission, just money to be lost if you don't down every plane in the air patrol.
Enemy Loadouts	Su-27: 30mm (900), 9M (4)
Max Wingman Loadout	20mm (1000), 9J (4)

Mission Chronology

An air patrol of TWP goons is on course to establish air superiority in preparation for a bombing run at your base. You and a wingman must load missiles and get in the air immediately. The remainder of the squadron will be loaded out and at the ready to replace your wingman whenever necessary. You will have to fly the entire mission with the missiles you initially choose; your wingman replacements, however, will always start with a full load (assuming you have the ordnance in stock). Your base is also defended by two 40mm guns.

Su-27s come at you in pairs. This means that the battle will be two against two except during the brief transition times when one wingman is replacing another.

- | | | |
|----------------------|-------------------|------------------|
| 1. (ace, rookie) | 4. (ace, veteran) | 6. (ace, rookie) |
| 2. (veterans) | 5. (veterans) | 7. (ace, rookie) |
| 3. (veteran, rookie) | | |

Mission Analysis

Warning! This is perhaps the most difficult mission. By the time you get a HUD view, while still sitting on the runway, at least three missiles probably have a radar lock on you. You should probably choose Rookie level difficulty the first time you fly this mission, then gradually ease up to Ace.

Press **[F1]** or **[Esc]** to skip the panning camera prior to take-off. Take off manually. Immediately bank hard and drop flares. When you're safely airborne, drop to the lowest engine setting that keeps you airborne. Sidewinders have a more difficult time maintaining a lock without the intense heat source of the afterburners. If you manage to get airborne alive, continue climbing to gain an energy advantage for the series of dogfights you're about to engage in. Veer off your path as soon as you can. The more you can vary your path, the harder it will be for the missiles to hit. Use time burst to avoid further frontal attacks. You'll die several times just trying to take off. Take as many missiles as you can carry, and use them. Use your wingman too. Other tactics to get off the ground: Don't use autopilot take-off — it's too slow. You may need to drop up to 25 of your flares. Try to keep it to less than 15 if you can, but if you can't, go ahead and use what you have. — "Wipeout"

Preferred Loadout: (4) 120s, (4) 9Ms. To get off the ground, I like to hit full afterburner immediately and stay on the ground until the end of the runway. The incoming planes are so high that you quickly increase the angle of attack the enemy must attain in order to get a good shot at you. I wait a little before releasing any countermeasures and I don't release a lot of them unless the warning light starts blinking quickly. On the Ace difficulty setting it is imperative that you have several flares left for the last wave of planes because they automatically lock on you with IR missiles like the first wave does. — "Primate"

You can try to "herd" enemies toward your 40mm guns. Use these friendly guns and your wingmen to their full potential and fly this one with just guns. I dare you! — "Vampire"

PERU AGAIN

Jobs are scarce. General Mendez is the only one offering you anything. Stern might not have taken it, but you don't seem to have a choice. Mendez hires you to bomb two Peruvian bases in Andes Mallorca. When you've completed that mission, he sends you on an interdiction strike to hit a Peruvian airstrip.

Unfortunately, the general is a conniving thief and that airstrip is just a diversion for his bandits to raid your strike base. I tell you this up front, but there's nothing you can do to stem the tides of fate.

Peruvians. These pilots have added a few more aces to their ranks since you last challenged them. The MiG-29 aces are strong dogfighters surpassed only by their aggressiveness, confidence and verbosity. They are good gunners and very conservative with ammo. The Mirage aces are even stronger dogfighters with a little better air-to-air skills and still very conservative with ammo. These guys are extremely aggressive, tempered only by a slight lack of confidence.

Mendez's Rebels. Mendez's rebels are suspiciously trained very much like the Peruvians.

<u>Pilot</u>	<u>TH</u>	<u>CN</u>	<u>VB</u>	<u>LY</u>	<u>FL</u>	<u>AG</u>	<u>AA</u>	<u>SM</u>	<u>AG</u>
Mirage									
Rookie	8	10	16	10	6/3/1	8/4/2	7/3/1	8	12
Veteran	6	13	10	16	10/5/2	13/6/3	10/5/2	5	10
Ace	3	14	16	10	15/7/3	14/7/3	13/6/3	9	16
MiG-29									
Rookie	10	10	16	10	5/2/1	8/4/2	6/3/1	8	10
Veteran	6	10	10	16	9/4/2	13/6/3	10/5/2	5	10
Ace	2	16	16	10	14/7/3	13/6/3	12/6/3	7	15



PERU AGAIN – MISSION 1

Objective	Bomb two bases to earn 10 points.		
Targets	ZSU	4 @ 1 pt	4 pts
	Office	2 @ 2 pts	4 pts
	Hangar	2 @ 3 pts	6 pts
	Total		14 pts
Payoff	None		
Bonus	None		
Enemy Loadout	MiG-29: 30mm (500), 9J (2)		
	Mirage: 30mm (250), 9J (2)		
Max Wingman Loadout	20mm (1000), 9J (2), Mk20 (6), Mk82 (6)		

Mission Chronology

Base One. Battle air patrol of two MiG-29s (ace, veteran), then bomb the two ZSU ground defenses. The base buildings should now be easy marks.

Base Two. The same defenses as the last base. Two MiG-29s (ace, veteran) and two ZSUs. Dispense with the defenses and bomb the base buildings.

SAS. En route to base, you'll engage a couple waves of Mirages:

Two Mirages (ace, rookie)

Two Mirages (veterans)

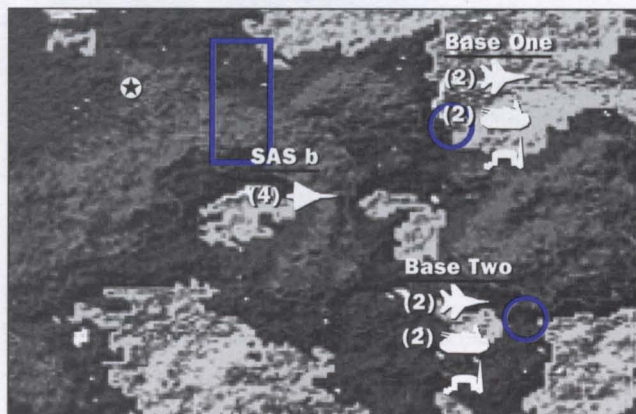
Take them out and continue to base.

Mission Analysis

Load up with four 9Ms and all the Mk20s you can carry. If you don't have Mk20s, Mk82s will do. It is important that you down at least three of the bogeys with the 9Ms. After you clear out the first two bogeys, go to the first base. Here is where your earlier practice will pay off. You don't have enough ordnance to miss too many times, so make sure you hit the targets. Knock out those ZSUs first, then take your time and take out the rest of the base buildings. Get the job done and move on — try not to waste too much fuel.

Once you get to Base 2, you will need to clear the airspace of the MiGs before destroying any ground targets. Get some distance from the ground fire, or you'll be toast once the dogfight starts. After downing those MiGs, drop bombs on the ZSUs and then take out the rest of the base buildings. Make sure you use up all of your bombs because you don't need the extra weight on your way home. Heading home, you run into four Mirages. It would

be good to have at least one Sidewinder left, but you will have a serious gun battle no matter what. — "Big Byrd"



PERU AGAIN – MISSION 2

Objective	Bomb an enemy base (then survive your base take-over).
Targets	ZSU, Office, Hangar
Payoff	None
Bonus	None
Enemy Loadout	Mirage: 30mm (250), 9J (2) MiG-29: 30mm (500), 9J (2)
Max Wingman Loadout	20mm (1000), 9J (2), Mk20 (6), Mk82 (6)

Mission Chronology

Mendez and his heavies divert you to take over your base.

Target. You are intercepted by four Mirages:

Two Mirages (veteran, rookie), Two Mirages (rookies)

Mendez wants you to bomb the base after clearing air defense.

Emergency Landing. Once you realize you can't recover your base, select Emergency Landing and autopilot there.

SAS. Eight MiG-29s (four aces, four veterans), two ZSUs and a mobile SAM are firmly entrenched at your base. Find somewhere else to die.

Mission Analysis

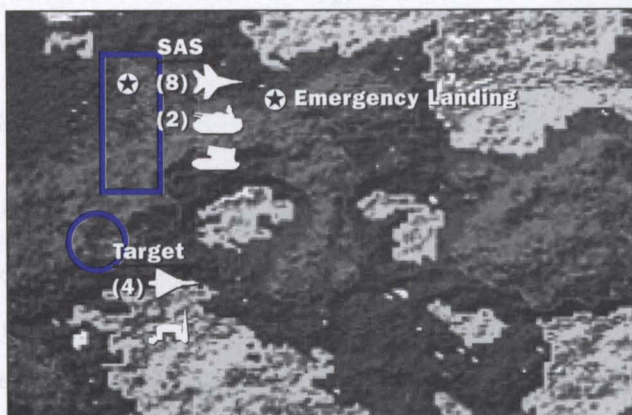
Load up your plane with missiles only. Leave your strike base and go to the Target. Take out the four Mirages and forget about bombing the base, since you don't get paid for it anyway. Go to the emergency landing. Do not return to your Strike Base — if you do, you'll be ambushed by 8 MiG-29s. This will totally deplete your weapon supply and it's all you've got for the next mission.

The object of this mission is misleading because you're not going to save your base no matter how good you are. The only thing you can hope to do is save your ass and take some bogeys down in the process. Unload the plane and stock up with four 9Ms and four AIM-120s. Don't load out any more or you'll be too heavy to fight. At the first encounter use guns. You're only fighting Mirages and they are easy to hit. Besides, the eight, yes eight MiG-29s you'll encounter in this mission will be enough to cash out your weapons supply. Use your missiles sparingly and make sure they will hit before you let them fly. With a lot of skill and even more luck, you might get out of this with your bird still in one piece. — "Big Byrd"

("Big Byrd" fell into the trap of returning to base instead of going to the emergency landing spot.)

You have to manually select the emergency site. If you don't, you'll autopilot on your original flight path — back to Strike Base and the ambush.

— "Wipeout"



FINALE

You're on the verge of bankruptcy. Janet, who has now quit the Jackals, offers to help you steal an F-22 Advanced Tactical Fighter (ATF) from an IRS holding facility in Northern Turkey. You agree because this fighter could *significantly* help ease your financial problems.

Fly to the IRS facility, abandon your plane and steal the F-22. On the way back, you are escorted by Janet. Two of her wingmen form up and assume attack positions and Janet orders you to change course. According to her secret scheme, you were helping *her* steal the F-22. She needs this fancy bird to shoot down Mendez and collect the \$40 million bounty on him.

Meanwhile, Mendez has gotten word that you are after him. Now, he only flies his Lear Jet heavily escorted. You, alone, must patrol to locate and shoot down his jet. On the track back to base, you are intercepted by Prideaux, who has been hired by the IRS to retrieve their F-22. He is flying IRS's other Advanced Tactical Fighter, the FY-23. This is your final dual. You must shoot down Prideaux to avoid bankruptcy.

IRS Air Patrol. You will battle pilots with the same training as those you encountered in Rhode Island.

Jackals. These pilots are the best in a MiG-29 that you've battled so far, and they're nearly as good in Su-27s.

Janet. Janet's skills haven't changed since she left the Wildcats, but she now flies a MiG-29 instead of an F-16. She's still an aggressive dogfighter and gunner with decent skill levels. She's not afraid of anything and is quite conservative with her ammo.

Prideaux. At the controls of the YF-23, nothing can deter him from a good fight. He has the world's best flying and air-to-air skills, with a pounding aggression. He can do all this and still keep up a constant banter. If you can defeat him, you will rightfully gain his world class skill level.

<i>Pilot</i>	<i>TH</i>	<i>CN</i>	<i>VB</i>	<i>LY</i>	<i>FL</i>	<i>AG</i>	<i>AA</i>	<i>SM</i>	<i>AG</i>
MiG-29 (Janet Page - ally)									
	4	16	10	11	13	10	13	8	10
F-15 (IRS)									
<i>Rookie</i>	6	12	16	10	9/4/2	9/4/2	9/4/2	6	12
<i>Veteran</i>	4	14	10	16	13/6/3	13/6/3	13/6/3	4	12
<i>Ace</i>	2	16	8	10	15/7/3	15/7/3	15/7/3	6	15
MiG-29 (Janet Page - enemy)									
	4	16	10	11	13/6/3	10/5/2	13/6/3	8	13
MiG-29 and Su-27									
<i>Rookie</i>	10	10	16	10	8/4/2	8/4/2	8/4/2	9	11
<i>Veteran</i>	5	13	10	16	11/5/2	13/6/3	11/5/2	7	12
<i>Ace</i>	2	15	16	10	15/7/3	15/7/3	15/7/3	12	15
Lear Jet (Mendez)	0	4	16	8	8/4/2	0	0	3	0
YF-23 (Prideaux)	4	16	16	4	16/8/4	12/6/3	16/8/4	12	16

FINALE – MISSION 1

Objective	Land on IRS runway.
Payoff	None
Bonus	None
Enemy Loadout	F-15: 20mm (900), 9J (4)
Wingman Loadout	20mm (1000)

Mission Chronology

Nav 1. No enemies.

Nav 2. No enemies.

IRS Base. The base is guarded by two F-15s (ace, veteran) and three 40mm guns. Land on the runway.

SAS a. If you go from Nav 1 straight to the IRS base, you meet two F-15s (ace, rookie).

SAS b. If you approach from the west or overfly the runway heading west, you are jumped by four F-15s (two aces, two veterans).

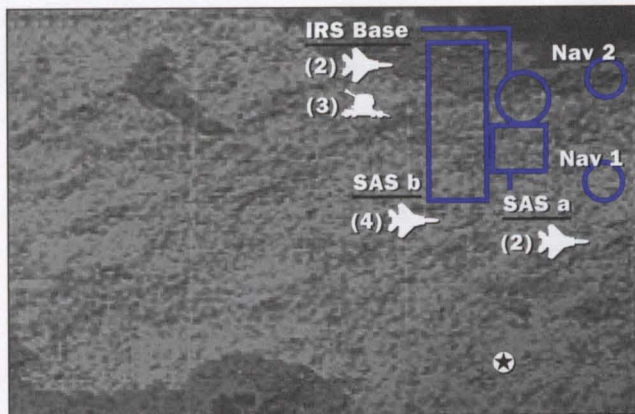
Mission Analysis



Keep the dogfight at high altitude, and the guns will not be a factor. The F-15s are orbiting the base at 20,000 feet and will do their best to destroy you once you hit the area.

Kill the F-15s and get some distance from the base, swing around and set up the cockpit for ground attack. Kill the guns and land on the runway. — "Ragtop"

When you approach the IRS base, you notice the F-15s attacking you. If you blast through them, you can land your plane and get the F-22 without dogfighting. — "Deetchman"



FINALE – MISSION 2

Objective	Shoot down Janet and her 2 wingmen.
Payoff	None
Enemy Loadout	MiG-29: 30mm (500), 9J (2)
F-22 Loadout	20mm (940), 9M (4), AM (4)
No Wingman	

Mission Chronology

You begin this mission in the air.

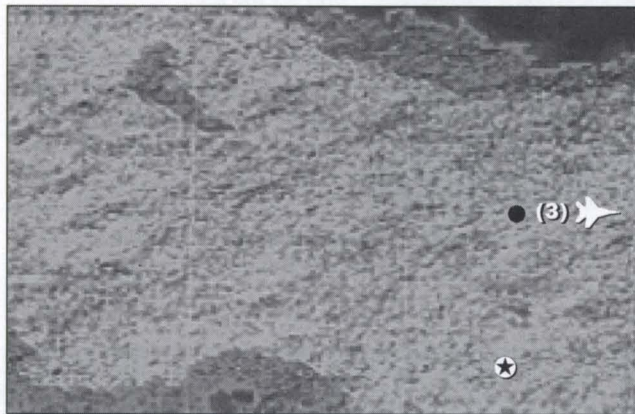
Battle three MiG-29s (two aces and Janet). The two ace wingmen come in two kilometers east of you and Janet comes in from a mere 500 meters away.

When you've defeated them, return to base.

Mission Analysis

This is your chance to get acquainted with the advantages of the F-22. It comes loaded with four 9Ms and four AMRAAMs. Since the AMRAAMs are medium range missiles, you will have better luck with them if you target Janet's wingmen before they get into attack position. Then, you can dance around with Janet one-on-one before you "slit her throat" with a Sidewinder.

Dive for the deck and buy the two or three seconds necessary to set up your weapons, then engage. Go for Janet first, since she is the most dangerous. Remember, the F-22 is not an F-16. It accelerates differently and bleeds off speed more slowly. Don't let it get away from you, or you'll find yourself in a long sweeping turn with three or four missile locks on you and no way out. After you blow the Jackals away, take your prize to home base.— "Ragtop"



Janet's wingmen are not the greatest of air warriors. You can either shoot them down right away with AMRAAMs or mess around with them and watch them run into each other eventually. Janet, on the other hand, is a competent pilot, but you can take her out pretty easily. Just be patient.

—"Deetchman"

FINALE – MISSION 3

Objective	Defeat Mendez and Prideaux.
Payoff	\$40 million
Penalty	Bankruptcy
Enemy Loadout	Su-27: 30mm (900), 9M (4) FY-23: 30 (940), 9M (4), AM (4)
F-22 Loadout	20mm (940), 9M (4), AM (4)
No Wingman	

Mission Chronology

Mendez, and the squadron he has hired to protect him, will be randomly flying from nav point to nav point.

There are eight Su-27s at Nav 1, 2, 3 and 4. Their location and distribution is random; two are rookies, four are vets and two are aces. Mendez's jet is also randomly located at one of these nav points. Eliminate the escorts and shoot down Mendez.

Head for base. En route, Prideaux jumps you. This is a knife fight to the end.

Mission Analysis

Your F-22 is automatically reloaded between Missions 2 and 3. Once you've shot down Mendez's jet, you can immediately return to base without hitting any remaining nav points. Maintain an energy advantage on the way back to base in anticipation of dueling with Prideaux.

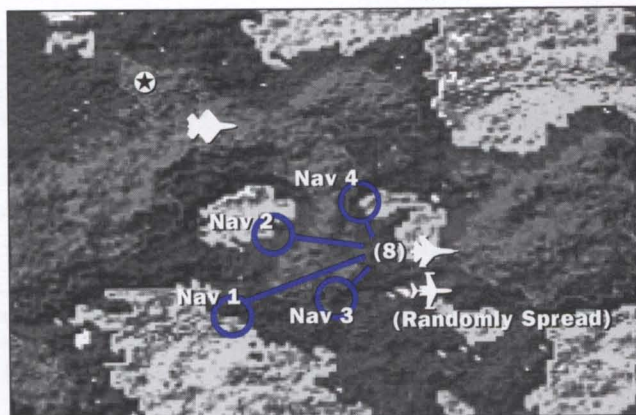
Your plane can outrun an Su-27 pretty easily. Fly through the spheres manually as fast as you can, to avoid having to fight the intercepts. Once you find Mendez, take out his escort if you have to, but it will be easier to hit him with an AMRAAM and flee. Autopilot away as soon as you can.

When you are returning to the strike base, Prideaux will come from behind you. In a fair fight, he's not hard to defeat, but you may be coming home with just a few rounds in your gun and a badly damaged plane. Make sure you save some flares because he'll probably open with missiles. Depending on the condition of your plane, you can either get some distance on him and make firing passes, or hang tight with him and hope he hits the ground first. If you're fortunate enough to have missiles left and can ever get a lock on him, he's an easy kill. — "Wipeout"

Don't waste any missiles on the Su-27s. You'll need all you've got to down Mendez and Prideaux. Most likely, they'll be going down from a steady trigger finger on your Vulcan. It's the toughest fight you'll ever have, but you should be good enough by now. If not, prepare to die! — "Big Byrd"

When you find Mendez and his escorts, the best way to deal with them is to shoot off an AMRAAM or Sidewinder at Mendez, hit AFT5 and jet out. Unless you're an excellent pilot, these guys could give you some trouble.

When fighting Prideaux, watch out. He'll be on your six when you start off and he'll be firing off 9Ms quickly. He's pretty good so you can basically forget about using missiles on him. Guns will be your best weapon. — "Deetchman"





SCORING



Strike Commander has a scoring system, giving you a way to measure your success apart from the squadron ledger's bottom line. To check your score any time between missions, press **[Alt][S]**. (You can't check your score while flying a mission.) To get your score for a specific mission, you'll have to check it before and after the mission, then calculate the difference. If you finish *Strike Commander* successfully, your score is automatically displayed.

BASE OBJECT POINT VALUES

AIRCRAFT

Enemy	50 points
Neutral	0 points
Friendly	-150 points

SURFACE-TO-AIR WEAPONS

Enemy	50 points
Neutral	25 points
Friendly	-100 points

GROUND OBJECTS

Enemy	40 points
Neutral	20 points
Friendly	-100 points

MODIFIERS

WEAPON MODIFIERS

Missile or rocket	× 1.0
Bomb	× 1.2
20mm Vulcan	× 1.5



OPTIONS MODIFIERS

Playing *Strike Commander* is easier with certain options in effect. Therefore, kills scored with any of these options in effect are worth less. Each option that you are using from the following list reduces the value of your kills.

GAMEPLAY

UNLIMITED AMMO.....ON	-20%
EASY GUN HITSON	-5%
ENEMY INTELLIGENCE: VETERAN	-5%
ENEMY INTELLIGENCE: ROOKIE	-10%

FLIGHT

MID-AIR COLLISIONS.....OFF	-1%
EASY LANDINGS.....ON	-1/2%
STALLSOFF	-1/2%

COCKPIT

AUTO TARGETING	ON	-1/2%
360° LOCK	ON	-2%
SMART TARGETING	ON	-1%
SUN GLARE.....	OFF	-1/2%
G EFFECTS.....	OFF	-1/2%
SMART RADAR.....	ON	-1.5%
360° RADAR	ON	-1%
SMART RAW SCOPE	ON	-1%

(For example, taking the easier of all these options, while flying at ROOKIE level, will deduct 45% from the value of any kills you make.)

CALCULATION

Each time you destroy something, points are calculated in the following way. Note that you lose points for destroying friendly objects.

(Base Object Point Value) × (Weapon Modifier) × (100% - Options Modifiers)

For example, you shoot down an enemy F-15, using your 20mm cannon, with AUTO TARGETING ON, SUN GLARE OFF and ENEMY INTELLIGENCE: VETERAN:

Base Object Point Value (enemy aircraft)50 points

Weapon Modifier (20mm Vulcan).....× 1.5

Option Modifiers

100% - AUTO TARGETING ON.....(1/2%)

- SUN GLARE OFF.....(1/2%)

- ENEMY INTELLIGENCE: VETERAN.....(5%)

100% - (1/2% + 1/2% + 5%) =

100% - (6%) =94%

Total Points = (50 points) × (1.5) × (94%)= 70.5 points

Fortunately, you don't have to calculate all this yourself — the game does it for you. Partial points are saved until the score is totaled at the end of the mission, after which any remaining partial point is dropped (not rounded).

ADDITIONAL POINTS

Manual take-off at beginning of mission	15 points
Manual landing at end of mission	35 points
Successful mission completion	350 points
Mission ended in failure <i>or</i>	
Player ended mission through Options Menu	-100 points

HOW GOOD AM I?

For Ace pilots, anything over 30,000 points is pretty good. Veteran pilots, using an average number of options, are doing well to break 25,000 points. Rookies, with a lot of options activated, should shoot for 20,000 points.



REFERENCE



WEAPONS

Explosives and explosions have a damage value and a radius of effect. In all cases but one, the damage decreases linearly toward the edge of the explosion. (For example, a 100-point explosion with a 50-meter radius of effect inflicts 100 points of damage at the impact point, 80 points to anything 10 meters away, 50 points to anything 25 meters away, and 20 points to anything 40 meters away. Objects 50 meters away, at the edge of the radius of effect, take little or no damage.)

In addition to explosive damage, weapons also inflict damage based on how hard they impact the target. With guns, the only damage inflicted is from impact, and so that is the damage listed for each type of gun ammunition. With surface-to-air weapons, this impact damage is relatively negligible. However, with air-to-ground weapons, the force of gravity can add significantly to the total damage inflicted. For example, it is sometimes possible to sink a PT boat (500 points of damage resistance) with a single Maverick (250 points of explosive damage). It is also sometimes possible to sink a carrier (4000 damage resistance points) with two GBU's (1200 points of explosive damage apiece).

The Mk20 Rockeye cluster bomb is the only explosive that inflicts its full damage throughout its radius of effect. Since the Mk20 comprises multiple small bombs that strike throughout the area of effect, it inflicts 100 points of damage on anything within 100 meters of its computed impact point.

MISSILES

Damage. The amount of explosion damage, in points, at the point of impact.

Radius of Effect. The radius of the explosion, in meters.

Turn. The turn rate of the weapon in degrees/second.

Velocity. The velocity of the weapon in meters/second.

Mass. The mass of the weapon affects a plane's maneuverability; the heavier the loadout of your plane, the slower it will be to react and the less Gs it can pull.

Tracking Cone. View cone of a guided weapon.

Effective Range. Estimated effective range of the weapon in meters (controls "IN RNG" indicator in the HUD).

Proximity. Detonation range of a proximity fuse in meters, therefore the distance from a target at which the weapon detonates.

Surface-to-Air Missiles

SA-2
 Damage65 pts
 Radius of Effect75 m
 Turn12°/s
 Velocity700 m/s
 Tracking Cone60°
 Effective Range6000 m
 Proximity50 m

SA-6
 Damage75 pts
 Radius80 m
 Turn12°/s
 Velocity700 m/s
 Tracking Cone60°
 Effective Range6000 m
 Proximity60 m

Air-to-Air Missiles

AIM-9J Sidewinder

Damage	40 pts
Radius of Effect	25 m
Turn	15°/s
Velocity	800
Mass	85 kg
Tracking Cone	40°
Effective Range	5000 m
Proximity	12 m

AIM-9M Sidewinder

Damage	60 pts
Radius of Effect	30 m
Turn	20/sec
Velocity	900
Mass	85 kg
Tracking Cone	45°
Effective Range	8000 m
Proximity	15 m

AIM-120 AMRAAM

Damage	90 pts
Radius of Effect	35 m
Turn	25°/s
Velocity	1150
Mass	152 kg
Tracking Cone	45°
Effective Range	45,000 m
Proximity	30 m

BOMBS

Damage. The amount of damage the explosion produces, in points, at the point of impact.

Radius of Effect. The radius of the explosion, in meters.

Mass. The mass of the weapon affects a plane's maneuverability; the heavier the loadout of your plane, the slower it will be to react. Fuel mass is recomputed every frame, so the plane will get faster the longer you fly and the more fuel and weapons you use up.

Mk82 General Purpose Bomb

Damage	370 pts
Radius of Effect	75 m
Mass	223 kg

Mk20 Rockeye Cluster Bomb

Damage	100 pts
Radius of Effect	100 m
Mass	222 kg

Air-to-Ground Missiles

AGM-65D Maverick

Damage	250 pts
Radius of Effect	40 m
Turn	9°/s
Velocity	330 m/s
Mass	210 kg
Tracking Cone	25°
Effective Range	6000 m
Proximity (must strike target)	0

GBU-15 Guided Bomb Unit

Damage	1200 pts
Radius of Effect	200 m
Turn	15°/s
Velocity	n/a
Mass	1187 kg
Tracking Cone	25°
Effective Range	6000 m
Proximity (must strike target)	0

(GBUs are bombs, not missiles, but they are listed here because they share many of the same characteristics as missiles.)

LAU-3 Rocket Pod

Damage	30 pts
Radius of Effect	36 m
Turn	n/a
Velocity	700 m/s
Mass	171 kg
Tracking Cone	na
Effective Range	3000 m
Proximity (must strike target)	0

Durandal

Damage	400 pts
Radius of Effect	28 m
Mass	195 kg

GUNS

Effective Range. Effective range of the gun, in meters. The farther a round of ammunition travels, the slower it goes and the less damage it will inflict on impact — damage is inversely proportional to distance. For example, a 23mm round (effective range of 1500 meters) inflicts 3 points of damage on any nearby target. That damage drops to 2 points against any target more than 500 meters away, and to 1 point against any target more than 1000 meters away.

Damage/Round. Damage that each round inflicts on a nearby target.

Rounds/Tracer. Each gun fires tracer bullets to help pinpoint targets.

Rounds/Tracer is how many rounds are fired for each tracer. Only tracer trajectories are actually calculated; if a tracer hits, all of the non-tracer rounds clustered with that tracer also inflict damage. For example, a 20mm Vulcan fires five rounds for each tracer, each round inflicting 3 points of damage. If a 20mm tracer hits a nearby target, that target takes 15 points of damage (5 rounds x 3 points/round).

20mm

Effective Range1000 m
Damage/Round3 pts
Rounds/Tracer5

23mm

Effective Range1500 m
Damage/Round3 pts
Rounds/Tracer5

27mm

Effective Range1500 m
Damage/Round4 pts
Rounds/Tracer5

30mm

Effective Range1500 m
Damage/Round4 pts
Rounds/Tracer5

30mmGAU

Effective Range1500 m
Damage/Round8 pts
Rounds/Tracer5

40mm

Effective Range1500 m
Damage/Round5 pts
Rounds/Tracer2

UNITS

GROUND AND SEA UNITS

Loadout. What ordnance the unit carries.

Effective Range. The effective range of the unit's weapons.

Damage Resistance. How many points of damage the unit can take before exploding.

Explosion Damage. How many points of damage the unit inflicts at ground zero when it explodes. Like other explosions, this damage is inversely proportional to distance from the explosion, out to the unit's explosion radius.

Explosion Radius. The radius of the unit's explosion, in meters.



Anti-Aircraft

ZSU-23/4 Shilka

Loadout2500 23mm rounds
Effective Range1500 m
Damage Resistance40 pts
Explosion Damage100 pts
Explosion Radius50 m

Mobile SAM Launcher

Loadout12 SA-6 missiles
Effective Range6000 m
Damage Resistance20 pts
Explosion Damage100 pts
Explosion Radius50 m

Stationary SAM Launcher

Loadout4 SA-2 missiles
Effective Range6000 m
Damage Resistance30 pts
Explosion Damage20 pts
Explosion Radius40 m

40mm AA (Stationary)

Loadout3000 40mm rounds
Effective Range1500 m
Damage Resistance20 pts
Explosion Damage100 pts
Explosion Radius50 m

Other Ground Vehicles

(None of these can shoot at aircraft in Strike Commander.)

T-72

Damage Resistance50 pts
Explosion Damage20 pts
Explosion Radius20 m

Abrams

Damage Resistance60 pts
Explosion Damage20 pts
Explosion Radius20 m

BMP-2

Damage Resistance35 pts
Explosion Damage100 pts
Explosion Radius50 m

Truck

Damage Resistance20 pts
Explosion Damage10 pts
Explosion Radius10 m

Jeep

Damage Resistance20 pts
Explosion Damage100 pts
Explosion Radius50 m

M-203 Mobile Howitzer

Damage Resistance30 pts
Explosion Damage100 pts
Explosion Radius50 m

Ships

PT Boat

Loadout1000 40mm rounds
Effective Range1500 m
Damage Resistance500 pts
Explosion Damage200 pts
Explosion Radius50 m

Destroyer

Loadout12 SA-6 missiles
Effective Range6000 m
Damage Resistance300 pts
Explosion Damage300 pts
Explosion Radius100 m

Carrier

Loadout3000 40mm rounds
Effective Range1500 m
Damage Resistance4000 pts
Explosion Damage400 pts
Explosion Radius1000 m

Supertanker

(cannot shoot at aircraft)
Loadoutn/a
Effective Rangen/a
Damage Resistance1000 pts
Explosion Damage500 pts
Explosion Radius500 m

AIRCRAFT

Aircraft are the heart of *Strike Commander*, so their damage systems are the most detailed. Each plane has six damage locations, with one or more systems in each location. The six damage locations are the *cockpit, fuselage, elevator, rudder, left wing* and *right wing*.





Any missile that hits a plane strikes a specific damage location. All systems at that location take the same damage from the missile (or as much of it as they can before being destroyed). Larger and slower planes are likely to take missile damage in two damage locations.

Bullets (from cannon) damage only one system at a time, but if a system is destroyed, excess damage is applied to another system at the same damage location. For example, say that 15 points of 20mm rounds (5 rounds at 3 points per round) strike the fuselage of an undamaged F-18. Picking a system at random, the landing gear takes 4 points of damage, destroying it. Picking another system at random, the brakes take the next 5 points of damage; they are also destroyed. Randomly picking a third system, the engine takes the final 6 points of damage. If all systems at one damage location are destroyed, any excess bullet damage is lost.

A plane can be rendered inoperable without destroying it. For example, engine hits will decrease its power, rudder hits will reduce its maneuverability and a cockpit hit can eliminate the crew.

Kill Number. When an aircraft has taken this much damage, it is destroyed. The pilot may be able to eject, but the plane is a loss.

Hardpoints. Hardpoints usually occur in multiples. In such cases, the number of hardpoints is given in parentheses, and the total damage resistance points for those hardpoints are listed. For example, "*Hardpoints (4) 12*" means there are four hardpoints, each with a damage resistance of 3. When figuring damage, each hardpoint is considered to be a separate system.

	 C-130	 E-3	 747	 Lear
Kill Number	69	54	58	19
Cockpit	17	20	20	12
Crew	15	5	5	5
Flight Controls	-	5	5	5
Radio	2	10	10	2
Fuselage	75	96	55	41
Brakes	5	10	5	5
Engine	30	45	20	15
Fuel	20	15	15	5
Landing Gear	5	8	5	1
Hydraulics	15	18	10	10
Radar	-	-	-	5
Elevator	10	15	10	10
Rudder	10	15	10	10
Left Wing	30	35	23	11
Flaps	10	10	3	1
Wing	20	25	20	10
Right Wing	30	35	25	11
Aileron	10	10	5	1
Wing	20	25	20	10

A-10 Thunderbolt

Kill Number	47
Cockpit	13
Crew	5
Flight Controls	5
Radio	3
Fuselage	53
Brakes	5
Engine	20
Fuel	10
Gun	9
Landing Gear	4
Radar	5
Elevator	10
Rudder	12
Left Wing	22
Flaps	3
Wing	10
Hardpoints (3)	9
Right Wing	23
Aileron	4
Wing	10
Hardpoints (3)	9

F-15 Eagle

Kill Number	37
Cockpit	12
Crew	5
Flight Controls	5
Radio	2
Fuselage	66
Brakes	5
Engine	20
Fuel	15
Gun	6
Landing Gear	5
Radar	5
Hardpoints (2)	10
Elevator	10
Rudder	10
Left Wing	18
Flaps	5
Wing	10
Hardpoints (1)	3
Right Wing	18
Aileron	5
Wing	10
Hardpoints (1)	3

F-16 Fighting Falcon

Kill Number (Friendly)	77
Kill Number (Enemy)	36
Cockpit	12
Crew	5
Flight Controls	5
Radio	2
Fuselage	80
Brakes	5
Engine	15
Fuel	15
Gun	15
Landing Gear	15
Radar	5
Hydraulics	10
Elevator	8
Rudder	10
Left Wing	22
Flaps	5
Wing	5
Hardpoints (4)	12
Right Wing	22
Aileron	5
Wing	5
Hardpoints (4)	12

F-18 Hornet

Kill Number	32
Cockpit	13
Crew	5
Flight Controls	5
Radio	3
Fuselage	55
Brakes	5
Engine	20
Fuel	10
Gun	5
Landing Gear	4
Radar	5
Hardpoints (2)	6
Elevator	10
Rudder	12
Left Wing	17
Flaps	3
Wing	5
Hardpoints (3)	9
Right Wing	18
Aileron	4
Wing	5
Hardpoints (3)	9

F-22 Lightning II

Kill Number	90
Cockpit.....	16
Crew	7
Flight Controls.....	5
Radio	4
Fuselage.....	103
Brakes.....	6
Engine.....	20
Fuel.....	15
Gun	16
Landing Gear	15
Radar.....	7
Hardpoints (4)	24
Elevator	14
Rudder.....	14
Left Wing.....	15
Flaps.....	5
Wing.....	10
Right Wing.....	17
Aileron	7
Wing.....	10

Mirage 2000

Kill Number	27
Cockpit.....	12
Crew	5
Flight Controls.....	5
Radio	2
Fuselage.....	40
Brakes.....	5
Engine.....	10
Fuel.....	10
Gun	5
Landing Gear	5
Radar.....	5
Elevator	8
Rudder.....	10
Left Wing.....	16
Flaps.....	5
Wing.....	5
Hardpoints (2)	6
Right Wing.....	19
Aileron	8
Wing.....	5
Hardpoints (2)	6

YF-23 Black Widow

Kill Number	54
Cockpit.....	15
Crew	6
Flight Controls.....	5
Radio	4
Fuselage.....	82
Brakes.....	5
Engine.....	25
Fuel.....	15
Gun	6
Landing Gear	5
Radar.....	6
Hardpoints (4)	20
Elevator	10
Rudder.....	10
Left Wing.....	17
Flaps.....	7
Wing.....	10
Right Wing.....	20
Aileron.....	10
Wing.....	10

MIG-21 Fishbed

Kill Number	22
Cockpit.....	13
Crew	5
Flight Controls.....	5
Radio	3
Fuselage.....	41
Brakes.....	5
Engine.....	15
Fuel.....	10
Gun	5
Radar.....	6
Elevator	10
Rudder.....	10
Left Wing.....	16
Flaps.....	5
Wing.....	5
Hardpoints (2)	6
Right Wing.....	16
Aileron	5
Wing.....	5
Hardpoints (2)	6

MiG-29 Fulcrum

Kill Number	31
Cockpit	12
Crew	5
Flight Controls	5
Radio	2
Fuselage	53
Brakes	7
Engine	15
Fuel	12
Gun	10
Landing Gear	3
Radar	6
Elevator	10
Rudder	10
Left Wing	17
Flaps	3
Wing	8
Hardpoints (2)	6
Right Wing	19
Aileron	5
Wing	8
Hardpoints (2)	6

Su-27 Flanker

Kill Number	40
Cockpit	12
Crew	5
Flight Controls	5
Radio	2
Fuselage	64
Brakes	5
Engine	20
Fuel	14
Gun	5
Landing Gear	5
Radar	5
Hardpoints (2)	10
Elevator	12
Rudder	13
Left Wing	21
Flaps	8
Wing	10
Hardpoints (1)	3
Right Wing	19
Aileron	6
Wing	10
Hardpoints (1)	3

Tornado

Kill Number	39
Cockpit	12
Crew	5
Flight Controls	5
Radio	2
Fuselage	66
Brakes	5
Engine	20
Fuel	15
Gun	8
Landing Gear	3
Radar	5
Hardpoints (2)	10
Elevator	11
Rudder	13
Left Wing	19
Flaps	3
Wing	10
Hardpoints (2)	6
Right Wing	20
Aileron	4
Wing	10
Hardpoints (2)	6

Tu-95 Bear

Kill Number	60
Cockpit	12
Crew	5
Flight Controls	5
Radio	2
Fuselage	70
Brakes	5
Engine	15
Fuel	5
Gun	5
Landing Gear	1
Radar	5
Hydraulics	10
Hardpoints (8)	24
Elevator	10
Rudder	5
Left Wing	26
Flaps	6
Wing	20
Right Wing	26
Aileron	6
Wing	20

BUILDINGS



There are several hundred buildings and other structures in *Strike Commander*. Rather than listing them all here (and trying to locate each one on a map), stats for several sample buildings are given below. All buildings have a **Damage Resistance** (how many points of damage it takes to destroy them). You've destroyed a building (and scored the points for it) if its shape changes and debris flies away from it.

Some buildings will explode when destroyed. If a building might explode, the damage it can do to nearby objects is listed as **Collateral Damage**. As with nearly all other explosions, damage from a building explosion decreases in inverse proportion to distance from the building. The **Explosion Radius** is the radius of the building's explosion, in meters. Note that some buildings can explode, creating a ball of smoke and fire, but will cause no collateral damage.

Hangar

Damage Resistance.....	150
Collateral Damage.....	0
Explosion Radius.....	20

Control Tower

Damage Resistance.....	50
------------------------	----

Fortified Building

Damage Resistance.....	1000
Collateral Damage.....	200
Explosion Radius.....	200

Desert Fort

Damage Resistance.....	300
Collateral Damage.....	100
Explosion Radius.....	100

Desert Fort Outer Wall

Damage Resistance.....	100
Collateral Damage.....	10
Explosion Radius.....	10

Desert Fort Tower

Damage Resistance.....	100
Collateral Damage.....	50
Explosion Radius.....	50

Nuclear Reactor Cooling Tower

Damage Resistance.....	400
Collateral Damage.....	30
Explosion Radius.....	100

Office Building

Damage Resistance.....	1500
------------------------	------

Large Office Building

Damage Resistance.....	3000
Collateral Damage.....	500
Explosion Radius.....	500

Oil Derrick

Damage Resistance.....	200
------------------------	-----

Oil Platform

Damage Resistance.....	2300
Collateral Damage.....	100
Explosion Radius.....	200

Fuel Storage Tank

Damage Resistance.....	15
Collateral Damage.....	100
Explosion Radius.....	200

Radar Site

Damage Resistance.....	150
Collateral Damage.....	0
Explosion Radius.....	10

Large Ancient Structure

Damage Resistance.....	2500
------------------------	------

Wildcat Base

Damage Resistance.....	1500
Collateral Damage.....	0
Explosion Radius.....	400

RUNWAYS

Strike Commander handles runways in a slightly different way from buildings. It takes 4 direct Durandal hits, or 8 direct Mk82 hits, to destroy a runway. Several partial hits can equal one or more full hits.

STRIKE COMMANDER PLAYTESTERS

Ben "Styg" Potter

Lead Strike Playtester

Age

Time employed at ORIGIN

Education

Favorite food

Favorite sport

Free time activities

Favorite computer game genres

What I like best about Strike

Favorite Strike maneuvers

Where I see myself in 10 years

Most often heard quote

25.

2-and-a-half years.

High school.

Fajitas "prepared with my special marinade."

Basketball.

Computer games (NHLPA Hockey 93), TV and backpacking in the mountains.

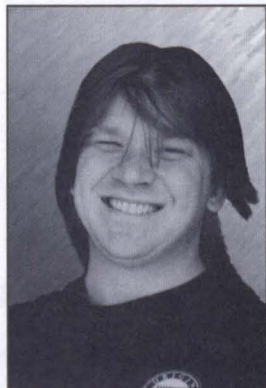
Flight Simulation and sports. ("... although sometimes I like a good story in my games.")

Graphics and the story.

Split-S and Immelmann

Producing flight sims and sports games.

"Ah, ... you got me some Taco Bell?"



Jeff "Primate" Shelton

Quality Assurance Department Manager

Age

Time employed at ORIGIN

Education

Favorite food

Favorite sports

Free time activities

Favorite computer game genres

What I like best about Strike

Favorite Strike maneuver

Where I see myself in 10 years

Most often heard quote

26.

3 years.

High school.

Chicken & dumplings.

Basketball, watching football.

Playing computer games.

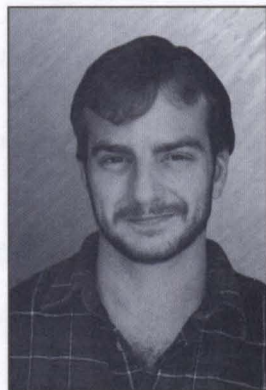
Flight simulations and sports games.

Its graphics.

Breaking hard with speed at 450-500 knots. Flying on the edge of blackout at 9 Gs.

Winning auto racing championships in Europe.

"We could go ..."



Charles "Kool" Angel

Age

Time employed at ORIGIN

Education

Favorite food

Favorite sport

Free time activities

Favorite computer game genres

What I like best about Strike

Favorite Strike maneuver

Where I see myself in 10 years

Most often heard quote

18.

8 months.

High school — "I plan to attend college."

Steak.

Basketball.

Sports.

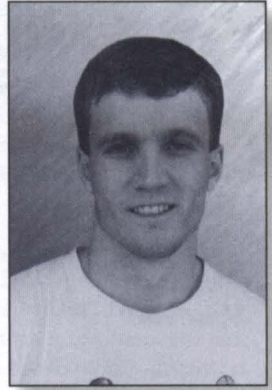
Sports & action games.

Detail and playability.

Immelmann turns.

Programming and producing games.

"Freak me, baby."



Russell "Big Byrd" Byrd

Age

Time employed at ORIGIN

Education

Favorite food

Favorite sport

Free time activities

Favorite computer game genres

What I like best about Strike

Favorite Strike maneuver

Where I see myself in 10 years

Most often heard quote

22.

14 months.

Senior in college.

Pasta.

Soccer.

"I don't have any. I'm taking 18 hours in college and working 50 hours a week."

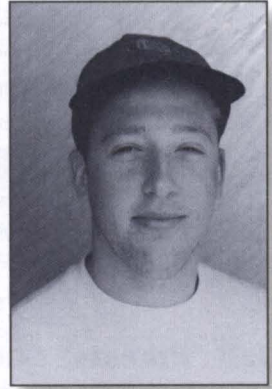
Sports games. "Lots of action. Easy to play. I play for relaxation."

Combat Skill.

"Fly at an altitude of 27k, roll, dive and loop into position behind the enemy."

"Still a big kid. I'm about as unfocused as a human being could be."

"Hey, that's great!"



Don "Demi-God" Derouen

Age

Time employed at ORIGIN

Education

Favorite food

Favorite sports

Free time activities

Favorite computer game genres

What I like best about Strike

Favorite Strike maneuver

Where I see myself in 10 years

Most often heard quote

25.

14 months.

Commercial Art with advertising emphasis.

Crawfish.

RC racing and roller blading.

Motorcycle riding.

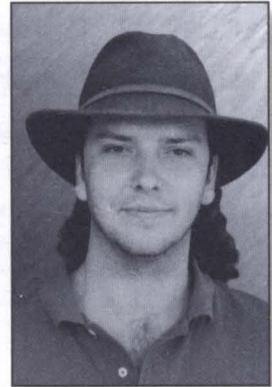
Simulation games and anything with death and destruction.

Art, especially the blow-up art.

"The Immelmann, but I like to stay inverted. It's more challenging to hit the target while flying upside down."

"In a huge ball of flame."

"I'm waiting for virtual surrealism."



Andrew "Gecko" Hofmann

Age

Time employed at ORIGIN

Education

Favorite food

Favorite sports

Free time activities

Favorite computer game genres

What I like best about Strike

Favorite Strike maneuver

Where I see myself in 10 years

Most often heard quote

18.

19 months.

Senior in high school —

"I plan to take some programming classes."
Tex-Mex.

Hockey.

"What's free time?

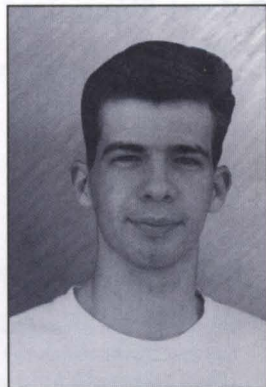
Studying. I don't know what free time is, really."

Sci-fi strategic games. "I prefer games that allow me to build my own ships and weapons. A game's not fun until you mess it up."
The music.

"Hug the terrain. If you meet a bandit, afterburner up."

A programmer working on computer games.

"When's this thing gonna work?"



Bill "Deetchman" LaCoste

Age

Time employed at ORIGIN

Education

Favorite food

Favorite sport

Free time activities

Favorite computer game genres

What I like best about Strike

Favorite Strike maneuver

Where I see myself in 10 years

Most often heard quote

18

6 months.

High school.

Grilled chicken.

Tennis.

Sports.

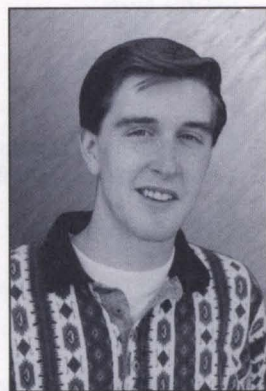
Simulators.

"Real life feeling. Feel like you're really there."

The loop.

Owner of a country club.

"Let's go play *Mortal Kombat*."



Dee "Dragon" Starns

Age

Time employed at ORIGIN

Education

Favorite food

Favorite sport

Free time activities

Favorite computer game genres

What I like best about Strike

Favorite Strike maneuver

Where I see myself in 10 years

Most often heard quote

27

8 months.

1 year of college.

Chinese.

Ultimate Frisbee.

WWII reenactment,
Dungeons and Dragons.

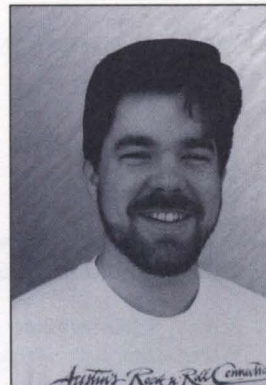
Flight simulations.

"It's the most realistic I've seen, not that I know what real is."

Immelmann turns.

"Not married, no kids. I want to get rich designing computer games."

"Damn it! I hate it when that happens!"



Robert "Vampire" Irving

Age

Time employed at ORIGIN

Education

Favorite food

Favorite sports

Free time activities

Favorite computer game genres

What I like best about Strike

Favorite Strike maneuver

Where I see myself in 10 years

Most often heard quote

23.

8 months.

BA in English.

Potatoes.

Racquetball, volleyball.

Creative writing,

playing piano, role-

playing games.

Strategy, simulations,

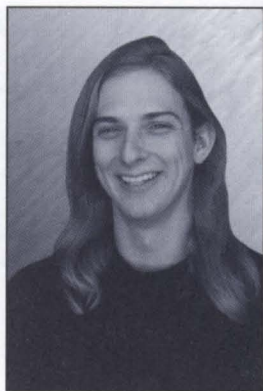
fantasy.

Vulcan cannon.

Pure pursuit.

Writing full time.

"Stop shooting me."



Prem "Wipeout" Krishnan

Age

Time employed at ORIGIN

Education

Favorite food

Favorite sports

Free time activities

Favorite computer game genres

What I like best about Strike

Favorite Strike maneuver

Where I see myself in 10 years

Most often heard quote

24

1-and-a-half years.

BA in English.

Manicotti.

Hiking, watching

hockey.

Writing, photography,

graphic design,

role-playing games.

Simulations.

That it shipped

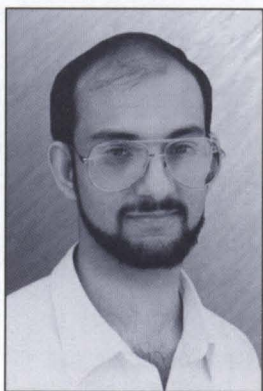
(also its artwork).

Flying the canyon

upside down.

"Doing what I like to do and getting paid for it."

"A-a-a-a!"



Tim "Ragtop" Ray

Age

Time employed at ORIGIN

Education

Favorite food

Favorite sports

Free time activities

Favorite computer game genres

What I like best about Strike

Favorite Strike maneuver

Where I see myself in 10 years

Most often heard quote

Younger than the mountains, older than the trees.

8 months.

BA in Microbiology /

Viral Genetics.

Free.

Powerlifting.

I could tell you, but then I'd have to kill you.

Wargames.

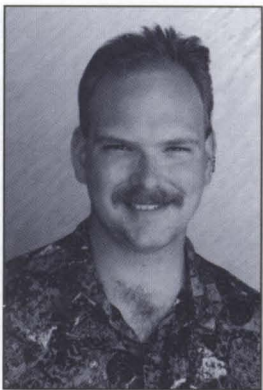
Killing defenseless

targets.

That would be telling ...

Still improving.

"I am *not* a big blond thug."



STRIKE COMMANDER PLAYTESTERS' GUIDE



EVERYTHING YOU
NEED TO BE THE
TOP MERCENARY PILOT OF
THE TWENTY-FIRST
CENTURY AT THE TIPS OF
YOUR FINGERS...

As each ORIGIN game nears completion, the testers in our Quality Assurance and Design departments play it over and over, until they know it even better than its creators. Now they're spilling their guts to make your life easier. The *Strike Commander™ Playtesters' Guide* is packed with 96 pages of everything you'll need to know when flying with Stern's Wildcats.

- An analyses of all mission types, including recommended loadouts.
- Stats on every pilot and plane in the game.
- Details of the *Strike Commander™* scoring system
- Step-by-step descriptions of all 46 missions in the game, including maps, notes and optimal tactics.

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