

# INVASION OF GRACEMERIA

THROUGH THE HEART OF A NATION

The F-16C Fighting Falcon—the only available aircraft at this time—is waiting in the Hangar. Its XMA4 air-to-air missiles are available in the pre-mission preparation screen, which is reached just before starting the first mission. The UGB unguided bombs and RCL rockets are currently unavailable.

You can purchase these when you make money, which is earned by completing missions and racking up bonus points. Money buys planes and special weapons. Expensive planes have better stats and can carry larger missile payloads. Securing bonuses gets you extra money. Bonus points are awarded for kills, combo kills, defeating more than just TGTs, and doing all this with minimal help from allied support.



Garuda Team, you are authorized to engage any hostile aircraft above Gracemeria.

**Mission Type:** Aerial Defense (air-to-air)

**Primary Mission:** Anti-Air: Ambush Enemy Fighters.

**Secondary Mission:** Anti-Air: Evacuate from Gracemeria City.

**Time Limit:** 30 minutes

**Recommended Aircraft:** F-16C Fighting Falcon

**Recommended Weapons:** XMA4 air-to-air missiles

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## Mission

### UNLOCKABLES

COMPLETING THIS MISSION UNLOCKS: ESM & WAYPOINT RESUPPLY TUTORIAL STAGES. IN EXPERT MODE, YOU CAN UNLOCK THE F-22A SPECIAL COLOR IF THE PROPER CONDITIONS ARE MET.

### ATTACK PLAN

Success: Primary: Shoot down all TGTs within 30 min.  
Secondary: Arrive at the evacuation line.  
Failure: Primary & Secondary: N/A

### PRIMARY MISSION: DESTROY ALL ENEMY TARGETS (TGT) BEFORE THEY REACH THE CITY.

The capital city of Gracemeria is under attack. This is your homeland; you must do all you can to fend off the invaders. To complete missions, defeat all enemies marked with a red "TGT" (target). To earn bonus points, destroy selectable targets while beating your comrades to as many kills as possible.



### Target Scrolling

Press the Y button to scroll through nearby targets. The selected target is indicated by a blinking green square. Once the target is within range (lock-on range is determined by weapon selection), this blinking green square turns into a red lock-on reticle. Guided rockets are trained to your target only if they're fired after you've achieved red lock-on. However, this does not guarantee a successful hit. If the target evades, because you're too close to the ground target, or if there's an obstruction in its path, the rocket can miss. Finally, the positioning of the center reticle determines which group of targets will be selected when you press the Y button. If your intended target is not blinking when you press the Y button, then point the nose of your plane closer to the target.



## Reading Our "Allies & Enemies" Lists

With every mission in the walkthrough, you'll find an Allies & Enemies list. These are very useful for those who want to increase their scores to unlock medals, achievements, and other secrets. The points awarded for each downed enemy are displayed. Raise your score, hunt down those big boys on your list first, and then find them easier in the game. The list reveals the time and, if necessary, the general location. The following is an explanation for the abbreviated column headers:

**Objective:** Objective in which the ally or enemy appears.

**Pact:** Ally or Enemy

**Type:** Ground, Air, or Ship

**TGT:** Identifies if it is a primary target (TGT) or not.

**Name:** The make of the vehicle, ship, aircraft or weapon.

**Named:** If the soldier in control of the craft has a name, it is listed here.

**Points:** The number of points you earn for destroying the target.

**Number:** The quantity of the listed target.

**Appearance:** Where or when it appears.

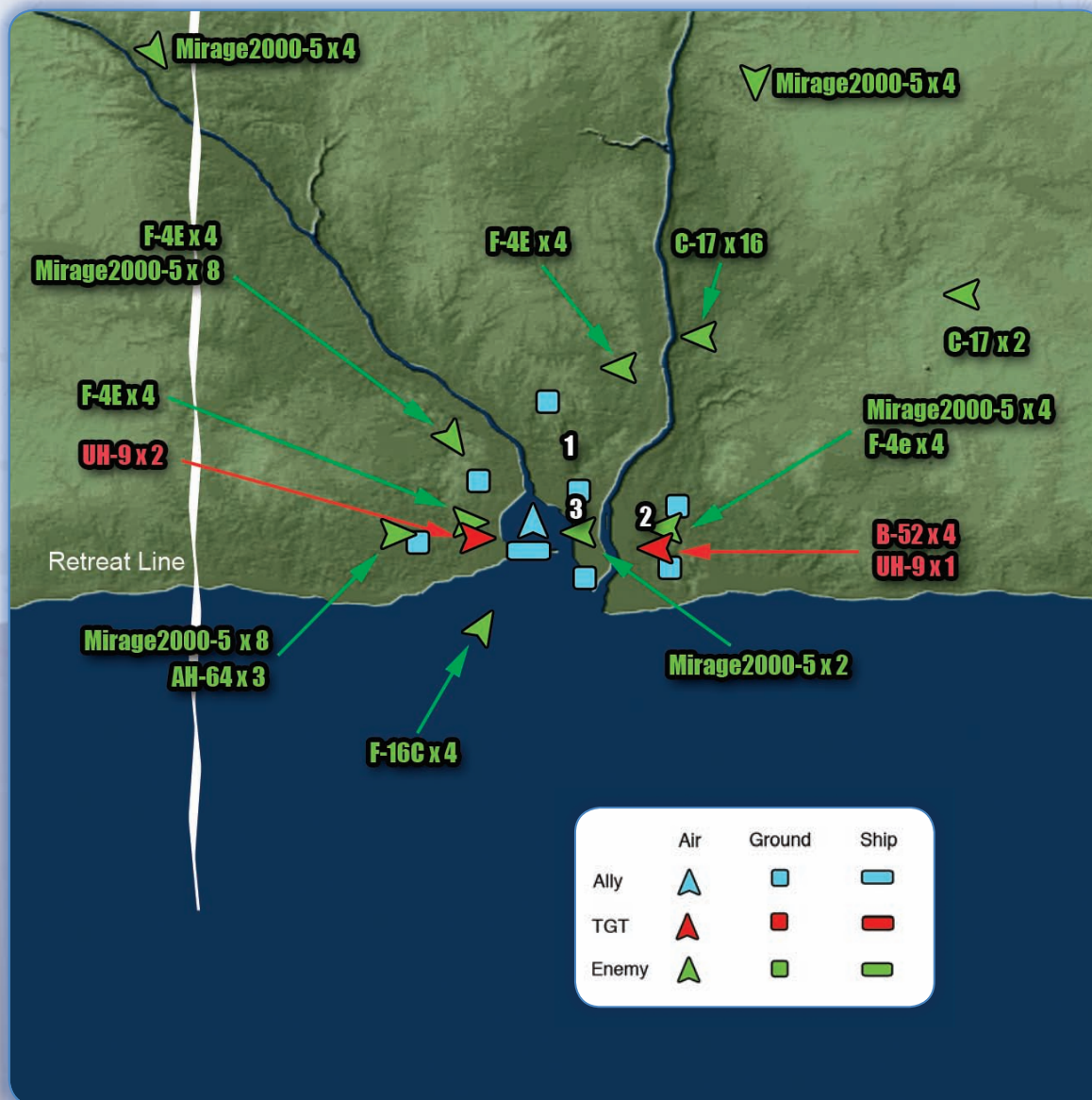
**Notes:** Clarifications on appearance or other information you should know about that target.

### Allies & Enemies List

Pact	Type	TGT	Name	Points	Number	Appearance	Notes
ALLY	AIR	-	F-16C	-	12	AT MISSION START.	
ALLY	AIR	-	F/A-18F	-	12	AT MISSION START.	
ALLY	GROUND	-	TANK	-	11	AT MISSION START.	
ALLY	GROUND	-	AA GUN	-	33	AT MISSION START.	
ALLY	GROUND	-	SAM	-	15	AT MISSION START.	
ALLY	GROUND	-	FLAK GUN	-	2	AT MISSION START.	
ALLY	SHIPS	-	AEGIS	-	1	AT MISSION START.	HELPS IN SUPPORT REQUEST.
ALLY	SHIPS	-	CRUISER	-	2	AT MISSION START.	HELPS IN SUPPORT REQUEST.
ALLY	SHIPS	-	DESTROYER	-	4	AT MISSION START.	
ALLY	SHIPS	-	GUNBOAT	-	7	AT MISSION START.	
ENEMY	AIR	-	F-4E	240	16	OBJECTIVE 1	
ENEMY	AIR	-	F-16C	320	4	OBJECTIVE 1	
ENEMY	AIR	-	MR-2000-5	400	30	OBJECTIVE 1	
ENEMY	AIR	-	C-17	750	18	OBJECTIVE 1	TWO OF THESE ARE REDEPLOYED UP TO FIVE TIMES EACH IF DOWNED DURING THE FIRST OBJECTIVE.
ENEMY	AIR	-	AH-64	300	3	OBJECTIVE 1	
ENEMY	AIR	-	F-14D	500	4	OBJECTIVE 1	APPEARS IN HARD MODE & ABOVE.
ENEMY	AIR	TGT	B-52	800	4	OBJECTIVE 1	
ENEMY	AIR	TGT	UH-9	300	3	OBJECTIVE 1	
ENEMY	AIR	-	MR-200-5	400	4	DURING OBJECTIVE 1 AFTER 20SEC OF PASSING WEST SIDE OF KING'S BRIDGE.	
ENEMY	GROUND	-	ABN TANK	120	18	FROM C-17	
ENEMY	AIR	TGT	B-52	800	3	25SEC AFTER MISSION START.	AROUND CAPITOL BUILDING AIR SPACE.
ENEMY	AIR	TGT	B-52	800	3	28SEC AFTER MISSION START.	AROUND KING BRIDGE AIR SPACE.
ENEMY	AIR	TGT	UH-9	300	2	20SEC AFTER MISSION START.	AROUND CAPITOL BUILDING AIR SPACE.
ENEMY	AIR	TGT	F/A-18F	340	4	DEFEAT 15 TGTs WITHIN 120SEC FROM MISSION START.	
ENEMY	AIR	TGT	RAFALE M	640	4	DEFEAT 15 TGTs WITHIN 120SEC FROM MISSION START INCLUDING ABOVE 4 F/A-18Fs.	
ENEMY	AIR	-	SU-33	1480	8	60SEC INTO SECOND OBJECTIVE.	STRIGON
ENEMY	AIR	-	F/A-18F	340	12	60SEC INTO SECOND OBJECTIVE.	
ENEMY	AIR	-	RAFALE M	640	12	60SEC INTO SECOND OBJECTIVE.	
ENEMY	AIR	-	F-22A	2000	1	60SEC INTO SECOND OBJECTIVE	PEGAS

## Radar & SP Weapon Swap

If you're using the ACE-EDGE™ flight control sticks, we suggest using controller Type B to swap positions of the SP Weapon selector and the Radar/Map toggle buttons. It's much more comfortable to have the SP Weapons at the same fingertips that control the Fire and Target Select buttons. Switching from Type A and Type B control schemes swaps the X button and the BACK button commands.



### B-52s

At the start of the mission, switch to your SP weapons and head toward the red blips on the map. Aim your aircraft toward the approaching Estovakian B-52s and continually press the Target Select button until a blinking green square appears over one of the TGTs. As soon as you receive a lock-on, fire and throttle down your speed. The B-52s are large, so bringing them down requires a couple of hits unless the angle is just right (from directly behind, for instance).



## XMA4s

The XMA4 air-to-air missiles can achieve up to four lock-ons at once. One XMA4 is launched toward each lock-on. The chambers must charge before you can fire them again, which means you can never have more than four XMA4s in the air at one time. For example, if a couple missiles are flying, you can fire off the remaining missiles at new targets while previous rounds are still chasing their targets.



Watch the XMA4 graph beside your aircraft icon for the charging animation that indicates which missile bays are ready and which ones are still loading from the previous launch. The XMA4s have a longer lock-on range than your standard missiles, and they only shoot at air targets. Use your standard missiles on easy targets to conserve ammo. There is no replenishing of weapons by landing at an airport or passing over the ally's boundary line in this first mission.



## C-17s & ABN TANKS



Circle above Gracemeria and look for TGTs above and below as you fly. Shoot at everything in range for bonus points. There are ground targets (see our Allies & Enemies list at the beginning of this chapter),

but no TGTs—they're all bonuses. C-17s drop ABN Tanks, so try to shoot them before they drop their land forces. Each C-17 carries one ABN Tank.



The C-17s split into two groups of eight, then drop the ABN Tanks after moving to the northern (1) and eastern (2) suburbs of Gracemeria. When attacking falling ABN Tanks, you can lock-on to the tanks themselves or attack the parachutes carrying them to the ground, in which case the ground impact destroys them.



If these C-17s pass through Gracemeria and disappear into the west or get shot down, then C-17 reinforcement fighters appear at the same spot on the eastern side about 40 to 50 seconds later. This continues to happen up to five times if the conditions are met. That means a maximum of 10 C-17s may arrive as reinforcements.

## UH-9s & B-52s REINFORCEMENTS

About 20-25 seconds after the Primary mission begins, two UH-9s and three B-52s appear as reinforcements near the Capitol Building area (3). A few seconds later, three B-52s show up near the King's Bridge. These are also all TGTs. Four Mirage2000-5s arrive from the west toward the King's Bridge about 20 seconds into the mission, but they are not TGTs.



## BONUS TGTs

If you shoot down all 15 TGTs within 120 seconds from the beginning of the mission, four F/A-18Fs appear as reinforcements. If you defeat these F/A-18s before the same 120 seconds is up, four Rafale Ms appear. All of these aircraft are TGTs.



## COMPLETING THE PRIMARY STAGE

Once you're 120 seconds into the mission, no more TGTs arrive. If any B-52s or UH-9s remain, whether they are originals or reinforcements, taking them out will clear the stage.

If you haven't shot down all TGTs yet, F/A-18Fs have appeared as reinforcements (and if no Rafale Ms have appeared). The stage is cleared when you take out the F/A-18Fs.

Lastly, if you've shot down all the TGTs (including the F/A-18F reinforcements) and Rafale Ms appear as reinforcements. Taking out the Rafale Ms clears the stage.



## DIFFICULTY SETTING DIFFERENCES

If the difficulty is set to Hard or higher, four F-14Ds are added to the initial attacking force. Shooting down these aircraft results in the arrival of four more F-14Ds. These reinforcements appear up to a total of two times under the same conditions.

## UNLOCKING F-22A SPECIAL COLOR

IF THE DIFFICULTY IS SET TO EXPERT OR HIGHER, SHOOTING DOWN TWO OR MORE REINFORCEMENT RAFALE MS CAUSES A NAMED FIGHTER TO APPEAR. SHOOTING DOWN F-22A PEGAS ALLOWS YOU TO PURCHASE THE F-22A SPECIAL COLOR THE NEXT TIME YOU VISIT THE HANGAR.

## EMS Allied Support

Allied Support are detailed in Mission 03, but it is possible to use them in Mission 01. Ally forces (F-16Cs) comply and respond to your calls for back-up. However, keep in mind that doing so could lower your bonus points. Also, ally ships (Aegis and the two cruisers) will respond to EMS calls, as well (once your EMS levels are at adequate levels).



## SECONDARY MISSION: EVACUATE FROM GRACEMERIA CITY.

A cinematic sequence plays when the first stage has been cleared. In this short movie, the Aigaion, a gigantic, long-range, missile-launching aircraft is seen approaching the city. Enemy fighters you neglected to bring down in the Primary mission remain in the air. After a minute into the Secondary mission, eight Su-33s (Strigon), 12 F/A-18Fs, and another dozen Rafale Ms appear. Your objective is to reach the evacuation point to the west marked by a dotted line on your radar.



You can fly to this evacuation point at any time, but coordinate your departure to hit it just before the time runs out (check the clock in top-right corner) to destroy more enemies and boost your bonus points.



After a few minutes into the Secondary mission, you receive a message to evacuate the airspace and relinquish Gracemeria. You then have five minutes to reach the evacuation point. Avoid the large cluster explosions from the long-range Nimbus missiles. Pull High-G turns to quickly dodge the ones that explode right in front of you.



The Nimbus's explosion points and their damage radii are displayed on the radar. Use this information to avoid getting caught in their extremely damaging fragments. If you shoot down three Su-33s (Strigon) or wait 140 seconds after the retreat line has appeared, the Strigon squad will begin to retreat.



## Breakaway Climb

Both you and your opponent(s) pull continuous High-G rolls, turns, twists, climbs, and dives with various throttle adjustments when battling ace pilots. However, it never seems to get you any closer to a lock-on because you're just circling each other in close proximity. Try to break free from the cycle by climbing straight up into the air. Continue your ascension until you achieve a high altitude stall, then pull back and aim the nose of your aircraft down toward the earth. Throttle up just enough to get out of stall and regain control. In your slow descent, locate the TGTs, then secure a lock-on and fire. Search the horizon for more targets. The height advantage is lethal. The opposite (diving, then climbing for a kill) works almost as well, but lacks the assistance of mother earth's gravitational pull, which provides instant acceleration for quick strikes.

