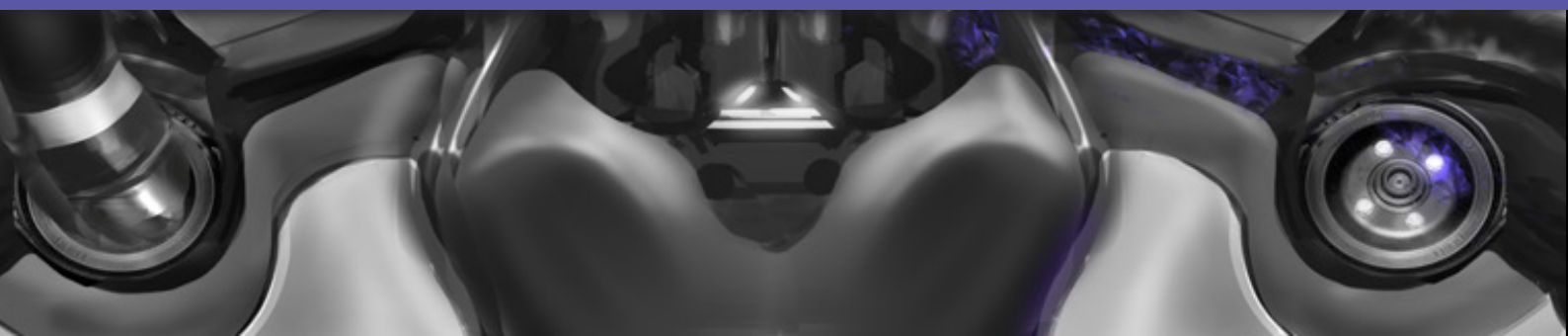# STRIKE SUIT ZERO

Official Strategy Guide

BORN READY

SSZ Strategy Guide

By: Colonel W. Marx
Assisted by Sargeants: Z. Peters, J.Mummery, B.Smith, S.Bradley

CONTENTS

Introduction

Welcome aboard pilot, and congratulations on your assignment to the U.N.E. Arcadia! Before you start patting yourself on the back for securing an assignment to the fleet's most advanced carrier, I'd advise you to review the document below which will familiarize you with the ships you'll be flying on the Arcadia, their weapons systems and the enemies you'll be facing while on this deployment.

Now, I know some of you out there might think you are too good to be reading a regulations manual when you could be winning your squad mates' stash of contraband in a hand of poker. Maybe you're a rookie fresh out of the academy and the top of your class and you think you know every U.N.E. regulation like the back of your hand. Or maybe you're an old ace who thinks his instincts have been honed to a razor's-edge due to years of service and you have nothing to learn from a regulations manual.

Well, think again. Currently tension between the U.N.E. and Colonies is running at an all-time high and the Arcadia is about to be deployed along with the rest of the fleet to engage a Colonial force that we have detected making a series of folds with a predicted trajectory that leads directly to Earth. We're fighting for keeps here boys and girls, and I need every single one of you to be up to speed on all the tactical data we have available. As stated earlier in this brief, the Arcadia is the fleet's most advanced carrier and by virtue of that, she is carrying new systems which some of you may yet not be familiar with.

Finally, I'd like to make an observation about the enemy we will be going up against The Colonial Fleet. In my years of service I have been deployed in Colonial space both during peacetime and full-blown-war. I have flown into combat against the full spectrum of their forces. And I have seen many a good friend die to Colonial fire for one simple reason, they failed to respect the enemy.

This is a prevailing trend among U.N.E. pilots to this day. Many view the Colonial Navy to be a rag-tag ramshackle of poorly-trained grunts and privateers. It's easy to understand why this attitude has developed the Colonial Fleet is comprised of ships contributed by the various member worlds of the Colonial Federation and while they all deploy ships built to the same specifications, not all are built to the same standard and many cannot match the technology fielded by the U.N.E. Many U.N.E. pilots score a few easy wins against the Colonial Expeditionary Fleet – a fleet which only boasts a rabble of poorly trained pilots and a few dozen last-generation frigates – and then get themselves killed by their overconfidence when they fly against the Colonial Command Fleet or worse yet, the dreaded Black Fleet, which can deploy entire wings of ace pilots and capital ships that can devastate our own ships in an even fight.

When going up against these elite elements of the Colonial fleet, you will need a healthy respect for the capabilities of your enemy combined with every scrap of tactical knowledge contained in this document to come home alive. As I said above, we now know that the Colonial fleet is moving on Earth and we need every healthy body alive and fighting in this campaign which promises to be a long and difficult struggle. So brush up on the knowledge contained in this manual and sharpen your skills in the Virtual Flight Deck. Stay alive and good hunting pilot.

- Flight Commander John Richards.

POSTSCRIPT

As most of you are already aware, Flight Commander John Richards was KIA defending the Arcadia from Colonial forces after they disabled our fleet with a prototype super-weapon. On the orders of Captain McCallum, I will be assuming his duties from here on out.

Now, I know all of you from the 407th, those of you who were already deployed to the Arcadia during the attack and those of us who have joined you recently, have taken a massive hit in this attack. You have lost your flight commander, most of your squadron and almost the entire U.N.E. fleet. Furthermore, it appears that the Arcadia is the only operational carrier left in the U.N.E. fleet, and the Colonials are still headed to Earth. It would be easy to give up now, to surrender and accept our fate but to do so would be unacceptable.

We are the last hope for the billions of innocent lives on Earth. We are all that stands between them and extermination. If we give up now, allow our resolve to flag in the face of despair, we will have allowed the greatest genocide in human history to be carried out with no resistance and be guilty of dereliction of duty and cowardice.

So I'm asking you all to find the resolve to carry on fighting. In the face of these overwhelming odds we need to take the words of Flight Commander Richards to heart more than ever. We face a ruthless enemy using unconventional tactics and we need every advantage we can muster, so if you haven't already, study this doc and get down to the Virtual Flight Deck when you are not on active duty. We are all that's left and we have no choice but to step up and be the best we can to win this for Earth.

That is all. Good Hunting.

- Flight Team Leader Grace Reynolds.

◆ SHIPS

APEX FIGHTER

DESCRIPTION:

A multi-purpose space superiority fighter that serves as the backbone of the U.N.E. Navy. It provides a balance between speed, maneuverability and available weapon slots. One of the defining points that really set the Apex Fighter apart from the other ships is that it has a triple barrel Plasma Cannons for increased rate of fire and damage.

This is the first and only ship available to you at the beginning of the campaign as a reinstated pilot of the U.N.E. It is also the default ship for Mission 2 and the first half of Mission 3.

➡ **GUN SLOTS: 2**   **MISSILE SLOTS: 3**

STRIKE SUIT

DESCRIPTION:

The Strike Suit is a prototype transforming fighter designed by Control. The default state is Pursuit Mode, in which it fulfills the same function as a space supe-

riority fighter. However, the Strike Suit really stands out when it transforms into Strike Mode, a combat mech. In this mode, the pilot can maneuver far more efficiently tracking targets with ease. There is also the Auto Aim feature that automatically turns the mech to face targets - allowing for the pilot to track them with ease. Strike Mode also has unique weapons including the MTAM Circus missile system that allows the pilot to lock on and fire at multiple targets at the same time.

Plus it is more mobile and agile over short distances when using the dash ability than the other available ships.

The Strike Suit becomes available halfway through Mission 3, and is unlocked on its completion. It is also the default ship for Missions 4, 5, 8, 9, 10, 11 and 12. The Strike Suit is required to complete three of the game's Achievements. The weapon slots on the Strike Suit only apply to its Pursuit Mode. The weapons in Strike Mode are not customizable.

➡ **GUN SLOTS: 2**   **MISSILE SLOTS: 2**

◆ PILOT TIP:
The incredible abilities of the Strike Suit make it the first choice, when given the option, when trying to attain high scores or unlock upgrades when replaying missions.

BLADE BOMBER

DESCRIPTION:

The Blade Bomber was designed to destroy large heavily armored targets. It is the only fighter-class craft that can be deployed with a load-out of torpedoes. Although it does not have a secondary weapon slot, it has the largest missile capacity of any of the fighter class ships - this payload allows it to defend itself from other fighters in situations where it does not have any allied fighter cover support. Its heavy armor is far more durable than any other fighter; however the tradeoff is that it is far slower and less agile.
You will unlock this ship when you complete Mission 7.

➡️ **GUN SLOTS: 1**   **MISSILE SLOTS: 4**

SCYTHE INTERCEPTOR

DESCRIPTION:

A nimble rapid response craft designed specifically to intercept other fighter craft. It boasts superior speed and maneuverability over the other selections but has fewer weapon slots and less resilient armor and shields.

It is unlocked on the completion of Mission 5 and is the default ship to pilot in Mission 6. It will also be required to complete Mission 9 to earn the upgrade.

➡️ **GUN SLOTS: 2**   **MISSILE SLOTS: 1**

MARAUDER - DLC AND BACKER ONLY

DESCRIPTION:

The Marauder is the first of the second generation Strike Suits, designed as an advanced siege platform to deal with enemy capital ships from a distance. It combines the versatility of the original Strike Suit with the damage potential of the Blade Bomber. While not as fast as the Strike Suit when in its default Pursuit mode, it is heavily armored and can sustain far more damage than the Strike Suit. The Marauder was designed to provide long-range support against enemy capital ships and corvettes and its missile system reflects this; it can fire up to five miniature torpedo-class warheads that deal significant damage to capital ships. They are, however ineffective against enemy fighters.

The Marauder excels on assault missions and against single targets, however, due to its lower speed; it is not as effective at defending against torpedo barrages. If the Marauder is deployed on a mission where it becomes necessary for it to defend friendly capital ships from torpedoes, it is advised that the pilot deal with them in Pursuit Mode or focus on eliminating their source.

RAPTOR - DLC ONLY

DESCRIPTION:

While the Marauder can be considered the Strike Suit equivalent to the Bomber, the Raptor is essentially the Interceptor of the Strike Suit class. The Raptor is fast, lightly armored and equipped with a powerful short-range shrapnel cannon that can effectively shred small targets to pieces in an instant. It also excels at chasing down and destroying torpedoes, making it ideal for defending capital ships against corvette strikes. While the Raptor cannot damage capital ships in strike mode, its shrapnel-cannon cannot penetrate weak points, it can quickly strip even the largest ships of their turrets and the Raptor's maneuverability allows it to easily avoid enemy fire. In Pursuit Mode it can close down the weak points of capital ships, allowing it to still pose a significant threat to larger ships.

The Raptor also has a short-ranged, fast lock-on missile system which is ideal for engaging tight clusters of enemies at short-range.

WEAPONS

All fighters have a designated number of weapon slots that are assigned to specific weapon types. There are a maximum of two available gun slots. The first gun slot is restricted to weapons that are listed in the Plasma Cannons section, and the second gun slot, if applicable, is delegated to weapons in the Machine Guns and Prototype weapons. Each ship will also have an allocated number of Missile slots, which any weapons listed in the Missiles category can be equipped to.

PLASMA CANNONS

Plasma weapons drain weapon energy when fired, forcing the pilot to stop firing to allow gun energy to recover. Each plasma type varies the balance between strength, fire rate and the amount of energy expended for each shot. Enemy shields offer sturdy protection against plasma weapons but plasma weapons are very effective at damaging the armor of a ship's hull.

Small Plasma Gun - CREW 500ep

Although the Small Plasma Cannon only inflicts a small amount of damage per a shot, it can be fired continually at a fairly rapid rate for a prolonged period of time.

Shield Damage	205
Armor Damage	305
Range	1400
Projectile Speed	1200
Rate of Fire	8
Energy Per Shot	12
Cooldown	0.1

Medium Plasma Gun - CREW 1000ep

The Medium Plasma Cannon provides a balance between damage per a shot, rate of fire and energy consumption. Mission 4 unlock.

Shield Damage	385
Armor Damage	660
Range	1750
Projectile Speed	1100
Rate of Fire	4
Energy Per Shot	20
Cooldown	0.2

Large Plasma Gun - 1500ep

The Large Plasma Gun packs quite a punch, causing a high amount of damage, but at the cost of high energy drain. Mission 9 unlock.

Shield Damage	575
Armor Damage	1020
Range	2100
Projectile Speed	950
Rate of Fire	4
Energy Per Shot	30
Cooldown	0.3

MACHINE GUNS

Rapid-fire machine-guns are very effective in overwhelming enemy shields but they are a poor choice for trying to finish off heavily armored targets. The rate of fire of the machine guns massively exceeds that of the plasma cannons and is not dependent on energy resources. They have a shorter range and a limited supply of ammo, however.

Light Machine Gun - RPE 75mm Pd

The Light Machine Gun fires smaller rounds that do less damage but its ammunition capacity is much higher. Mission 1 unlock.

Shield Damage	2600
Armor Damage	750
Ammo Capacity	80000
Rate of fire	40
Range	900

Heavy Machine Gun - RPE 150mm U

The Heavy Machine Gun fires more damaging larger caliber rounds, but has a smaller capacity for ammo as a result. Mission 11 unlock.

Shield Damage	4400
Armor Damage	1300
Ammo Capacity	40000
Rate of fire	40
Range	900

PROTOTYPE

RPEf 92mm Pu

A powerful mid-range canon effective against shields and armor that is unique to the Strike Suit when transformed into Strike Mode. It drains Flux rather than ammunition and as such cannot run out of ammo.

Shield Damage	4000
Armor Damage	4000
Flux Cost	500
Rate of fire	5
Range	1000

Rail Gun - EMPL 250 MJ

An experimental weapon that fires a high powered concentrated burst of energy over a considerable distance. Each shot drains a significant amount of weapon's energy that results in a very low rate of fire in exchange for massive damage over a long range. Mission 13 unlock.

Shield Damage	6000
Armor Damage	6000
Flux Cost	7000
Rate of fire	5000
Range	250
Cooldown	1

◇ PILOT TIP:

The Railgun can pick off enemy interceptors and missile interceptors from a great distance in a single shot, which is an excellent way to generate Flux when approaching an enemy squadron. It's also very useful for picking off cap ship turrets at range. -Adams

MISSILES

The Fighter Class Missile types trade damage and range for capacity and turn rates.

Fighter Missile Mark I - S2SFCM Mk I

A homing missile that is effective at short range. It requires a target and a lock to be fired. They only do a small amount of damage to both shields and armor but they have a high carrying capacity and good turn rates.

Shield Damage	4000
Armor Damage	4000
Projectile Speed	400
Lock Time	0.8
Range	3500
Ammo Capacity	24

Fighter Missile Mark II - S2SFCM Mk II

Medium range missiles that do a moderate amount of damage to shields and hulls, however, they have a reduced carrying capacity due to their larger warheads. Mission 5 unlock.

Shield Damage	6500
Armor Damage	6500
Projectile Speed	600
Lock Time	0.7
Range	3750
Ammo Capacity	24

Fighter Missile Mark III - S2SFCM Mk III

Long range missiles that inflict a high amount of damage effective against both shields and hulls, but at the expense of a lower carrying capacity and poor turn rates. As per usual for missiles in this series they require a target and lock before they can be fired. Mission 8 unlock.

Shield Damage	8000
Armor Damage	8000
Projectile Speed	600
Lock Time	1
Range	4000
Ammo Capacity	20

Rocket Pods - BFRPCM Titan

Rocket Pods do not have a targeting system and so cannot seek out targets - they simply fire in a straight line directly ahead. However, because they do not require a target to launch, they can be fired incredibly quickly. This also means that, unlike missiles, rockets do not get jammed by atmospheric interference and will function inside a nebula. Rockets are effective at long range and have a high capacity for storage.

Shield Damage	2000
Armor Damage	2000
Projectile Speed	1500
Lock Time	6000
Range	80
Ammo Capacity	20

MISSILES CONTINUED

Shield Missile - S2S Shield Buster

These missiles drain a target's shield leaving their armor vulnerable to attack. They can be stocked in large quantities due to their small size. They require a target and a lock-on before they can be fired. Mission 10 unlock.

Shield Damage	9000
Armor Damage	0
Projectile Speed	400
Lock Time	1
Range	4000
Ammo Capacity	36

Heavy Missile - S2CHCM Alpha

Heavy Missiles cause devastating damage, but they have a long lock-on time to fire, travel at slow speed and have poor tracking. Mission 12 unlock.

Shield Damage	9000
Armor Damage	9000
Projectile Speed	400
Lock Time	2
Range	6000
Ammo Capacity	28

Swarm Missile - S2SSCM Swarm

Swarm missiles are a small cluster of missiles fired in a single shot. Their small size means you can carry a very high number, but they have a short range and do very low damage in small numbers. They require a target and lock in order to fire - once locked the Swarm Missile System can lock on multiple missiles to a single target and fire them at a fast rate. Mission 2 unlock.

Shield Damage	2000
Armor Damage	2000
Projectile Speed	400
Lock Time	0.25
Range	2750
Ammo Capacity	120

Fire and Forget Missile - S2S Seeker

These missiles will search for and home in on the nearest visible target when fired, without the need for a selected target or a manual missile lock. They inflict a medium amount of damage and are effective up to a medium distance. Mission 6 unlock.

Shield Damage	5000
Armor Damage	5000
Projectile Speed	400
Lock Time	0.1
Range	2750
Ammo Capacity	50

SPECIAL WEAPONS

The following are weapons that are unique to a specific craft and cannot be customized.

MTAM Circus

A very powerful weapon that is unique to the Strike Suit when transformed into Strike Mode. These missiles have the ability to lock-on to multiple targets, firing a maximum of 40 missiles at a time. These missiles are created by the Strike Suit and so are infinite in number but they require Flux to launch - draining the Pilot's ability to stay in Strike Mode.

Shield Damage	2500
Armor Damage	2500
Projectile Speed	750
Lock Time	0.075
Range	9000
Ammo Capacity	Infinite
Fired at Once	40

Torpedoes

The Bomber and the Marauder are the only ships available to you that come equipped with Torpedoes. In the Bomber, they don't take up a player prescribed weapon slot, instead having its own individual slot. On the Marauder, the mini Torpedo system takes the place of the Strike Mode missile system.

| Shield Damage	45000
Armor Damage	45000
Projectile Speed	250
Lock Time	5 seconds between shots
Range	30000
Ammo Capacity	Infinite

◇ ENEMIES

FIGHTERS

The skill of the Colonial pilots you encounter will vary across the campaign as do the multiple fleets that make up the Colonial military. For example, the Colonial Expeditionary Fleet typically fields inexperienced personnel usually undertaking forward scouting missions ahead of the bulk of the Colonial Fleet. Their pilots typically engage in light raids on unprotected targets to occupy and distract the enemy while the rest of their fleet moves into position. Their tactics are diversionary and they will not aggressively pursue any objective, preferring to break off and adopt evasive positions when faced with any resistance and straight-up turn tail and fold out if they encounter a strong U.N.E. presence.

In contrast, the fighters of the Colonial Command Fleet and the Black Fleet are far more aggressive and are frequently deployed against well-defended military installations - they are far more skilled and aggressive in their combat tactics and will only break off and take evasive maneuvers when their shields are depleted or their ship is heavily damaged. In addition, Black Fleet heavy fighter pilots are known to identify talented U.N.E. pilots and coordinate their attacks, swarming up and raining fire down on the pilot until they are destroyed.

Colonial Fighter

The standard Colonial Fighter craft is similar in function and capability as the U.N.E. Apex fighter.

Shield	4500
Armor	4000
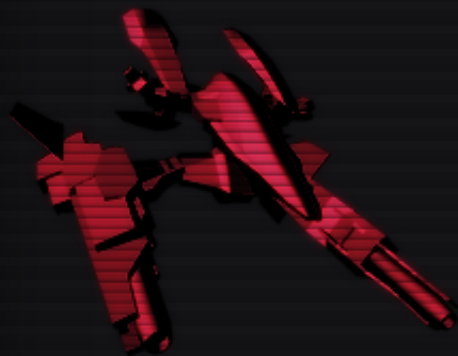
Colonial Interceptor

Interceptors are fast and agile craft that boast more effective evasive maneuvers, making them more difficult to target and to keep within firing range. However they are quite fragile with weak armor. It isn't necessary to change to plasma cannons if you already have a machine gun equipped and catch an Interceptor with low armor in your sights. You will be able to finish it off quite quickly - using the machine gun's wide spread of fire to your advantage.

Shield	2500
Armor	2000

Heavy Fighters

These modified fighters are equipped with better pro-
tection to both their Armor and Shields and can sustain
a lot more damage. They are built specifically to at-
tack capital ships and to this end are equipped with a
heavy plasma cannon.

Shield	5000
Armor	6000

Missile Interceptors

Like the standard Interceptor except with the added
ability of being able to fire homing missiles. The best
defense against this is to use the EMP, but missiles
can also be dodged in Strike Mode. When defending capi-
tal ships you should prioritize these enemies, as they
can deal significant damage to larger ships with their
missiles if left unchecked.

Shield	2500
Armor	2000

Corvettes

The Colonial fleet has eschewed fighter-class bombers
in favor of corvette-class ships. The corvette has the
ability to fire torpedoes and is armed with turrets for
defense and attack. It is armed with two small plasma
turrets, a missile turret and a rapid turret. Corvettes
have more armor than smaller craft but don't have any
shields, relying on their turrets for extra defense.

Armor	30000

Black Fleet Fighter

The Black Fleet model of Fighter is slightly more durable than the standard Colonial Fighter in both their armor and their shields. It is also far more effective at avoiding fire due to being piloted by an elite Black Fleet pilot.

Shield	4500
Armor	5500

Black Fleet Heavy Fighter

Like the Black Fleet Fighter model, the Black Fleet Heavy Fighter is more even resistant to damage than the Colonial Heavy Fighter. Be aware, although Heavy Fighters are usually deployed in anti-capital ship roles, Black Fleet pilots will often break protocol and bring their heavy plasma cannons to bear against U.N.E. fighters. This is especially dangerous if multiple Black Fleet Heavy Fighters do this in coordination.
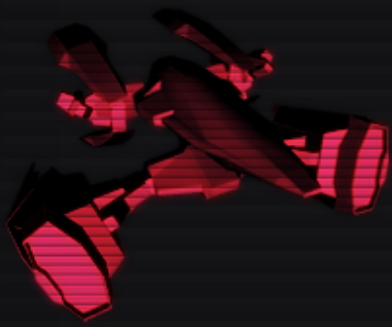
Shield	5000
Armor	7200

Black Fleet Interceptor

Better armed and armored, the Black Fleet interceptor is just as maneuverable as its standard counterpart, making it even more dangerous.

Shield	2500
Armor	2800

Black Fleet Missile Interceptor

Again, the Black Fleet missile interceptor is more re-silient and packs more punch than its standard counter-part, making it an even bigger threat to capital ships.

Shield	2500
Armor	2800

Black Fleet Corvette

The Black Fleet corvettes come equipped with two small beam turrets that rapidly fire short constant blasts at nearby enemy targets. You will have to stay on the move to avoid their fire, as the beam turrets have a high rate of fire, excellent accuracy and will rapidly deplete your hull armor once your shields are knocked out.

| Armor	30000

Capital Ships

Taking down a Capital ship with a fighter can be challenging and dangerous, but not impossible.
One strategy is to take down the turrets that pose the greatest threat to you first - the light
turrets (small beam, small plasma, flak, rapid and missile turrets). Then look for its weak-
points - all Capital ships have them. Destroy all the weak-points that you can find and you'll
discover that you will have severely weakened the Capital ship.

Do damage with either Plasma Cannons, Missiles or Torpedoes. Keep an eye on your Shields and
Armor, and be prepared to fly a short distance away to allow time for your shields to recharge.
The mobility of the Strike Suit's Strike Mode over a short distance can be very useful to maneu-
ver around the capital ship's hull allowing you to strafe multiple weak points in a single at-
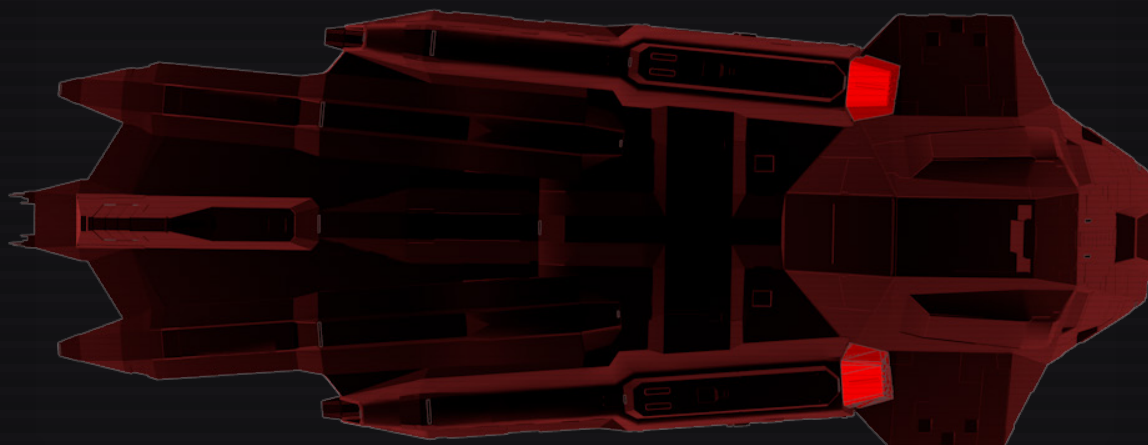tack while effectively dodging the capital ship's defensive fire.
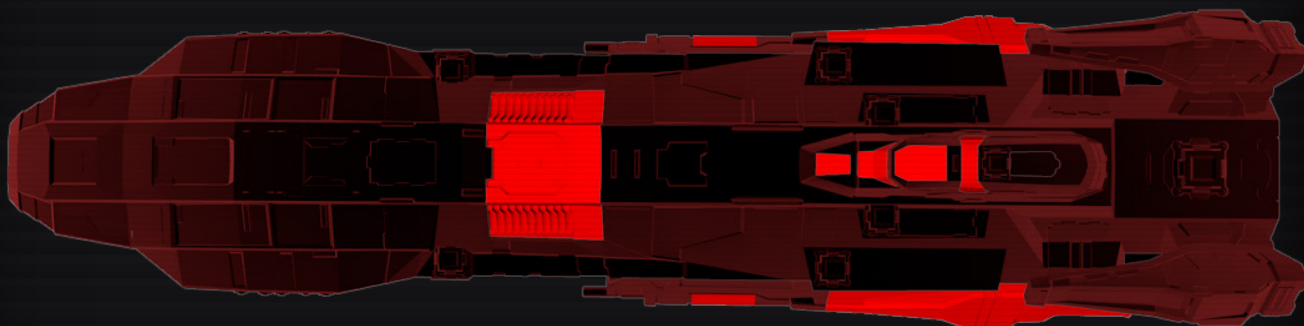
Carrier
Weakpoints highlighted in bright red

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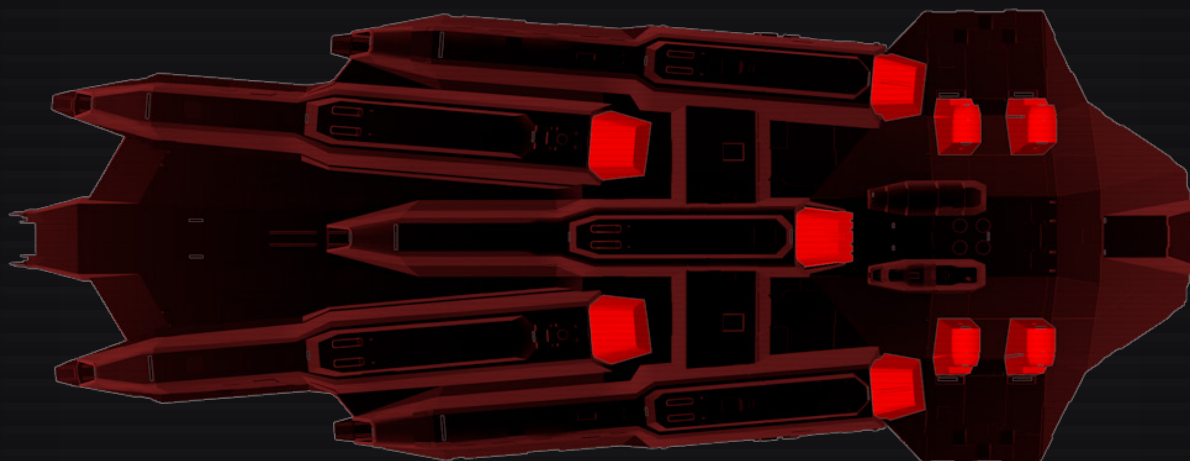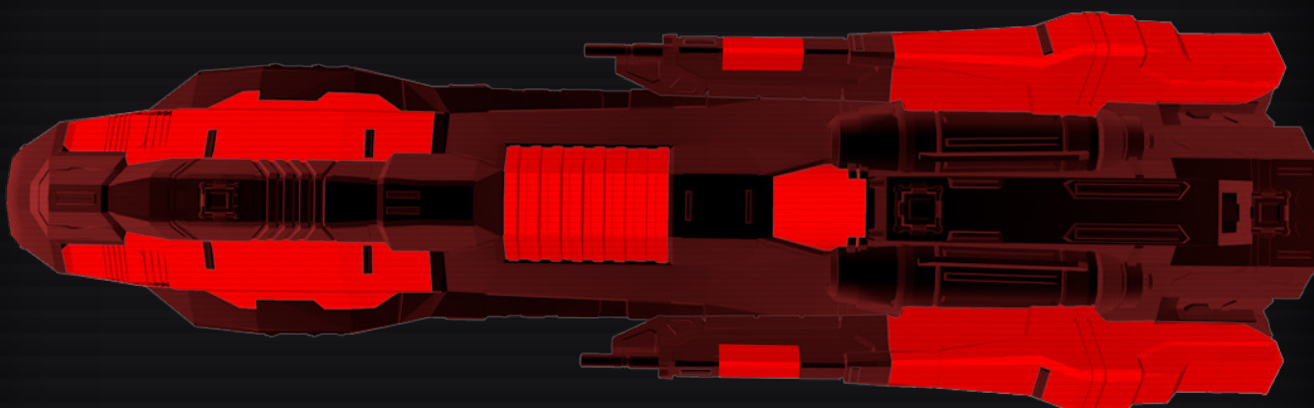
BOTTOM

Cruiser

Weakpoints highlighted in bright red

TOP

BOTTOM

Weakpoints highlighted in bright red

Frigate
Weakpoints highlighted in bright red

TOP

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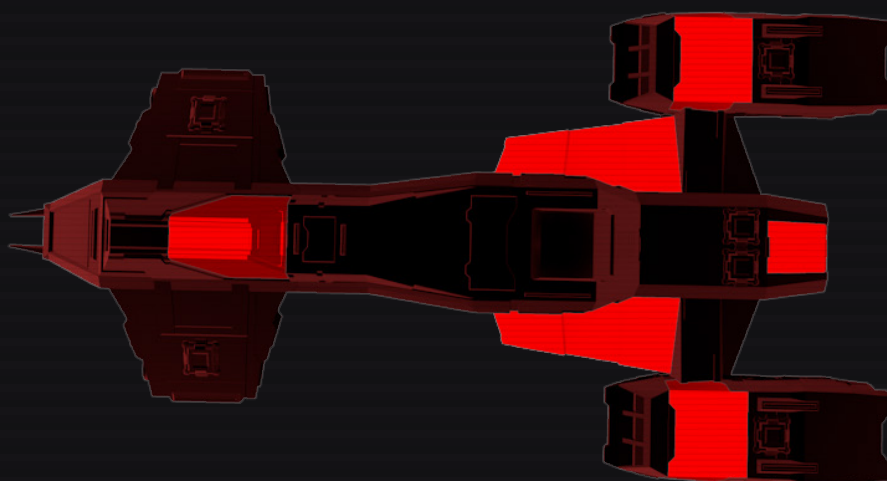
Weakpoints highlighted in bright red

Frigates

Frigates are the smallest of the enemy Capital ships. They have no shields but have a significant amount of Armor that makes them a challenge to take down, and they have a number of turrets set out on their hulls for added protection. They have a total of eleven turrets comprised of 4 small plasma turrets, 4 flak turrets, 2 small missiles turrets and 1 large plasma turret.

Armor	475000

Cruisers

Cruisers have a very formidable arrangement of turrets aligned on their hulls for combat. They have three Beam Cannons on its centre line, two on the top and one underneath. The centre line is also supported by 4 small rapid turrets, 2 small missile turrets and a large plasma turret. The port and starboard sides are both protected by symmetrical formations of 2 large plasma, 4 small plasma and 2 small flak turrets.

Armor	900000

Carrier

Carriers are large ships that house squadrons of enemy fighter craft that can be dispatched to attack nearby Allied Fleets. Their hulls are also lined with a formidable array of turrets that provide both offensive and defensive measures. There are 6 Small Plasma Turrets, 2 Large Plasma Turrets, 2 Small Rapid Turrets, 3 Flak Turrets, 2 Large Plasma Turrets and 1 Large Beam Turret on each side. Along the centre are 3 Small Rapid Turrets and a Large Beam Turret.

Armor	900000

Black Fleet Frigate

The Black Fleet Frigate is similar in structure to the Colonial standard model, but one of the missile turrets is replaced by a deadly Beam Cannon on the underside at the front.

Armor	475000

Black Fleet Cruiser

The Black Fleet Cruiser is similar in configuration to the standard Colonial cruiser, except the four small plasma turrets are replaced by small beam turrets, making the cruiser very dangerous for any fighter to approach. The small beam turrets are also effective at shooting down torpedoes, meaning that the Black Fleet Cruiser is less reliant on fighter support and can effectively hold of enemy attack squadrons while it engages their capital ships.

Armor	900000

Black Fleet Carrier

The Black Fleet Carriers have 3 Large Plasma Turrets, 3 Flak Turrets, 2 Rapid Turrets, 6 Small Beam Turrets and 1 Large beam Turret on each side. Then on its centerline there are 3 Small Rapid Turrets and 1 Large Beam Turret. They also launch Black Fleet fighter craft.
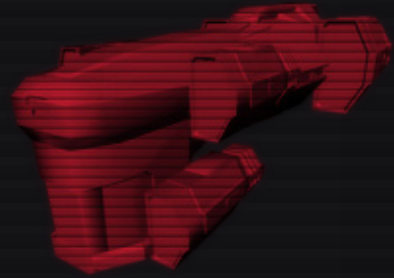
Armor	1000000

Transports

Freighters

These are smaller but fairly robust craft for trans-
porting a moderate amount of troops. They have no weap-
ons, shields or other defensive capabilities but are
often accompanied by a fighter escort for protection.
They are quite slow and have no evasive capabilities.

Armor	60000

Shuttles

Small transport craft that provide easy mobility be-
tween installations and ships or as emergency evacua-
tion vehicles. They have no weapons but are faster than
the Freighters and have some capacity for basic evasive
maneuvers.

Shield	13000
Armor	15000

Platforms

Turret Platforms

Turret Platforms come in a variety of types; Flak, Small Plasma and Rapid Plasma. They are sta-
tionary turrets often positioned near installations, such as supply platforms or stations, to
add defensive support.

Armor	3000

Stations

The Enemy Small Station is a small static installation that is fortified by 4 Flak Turrets and
8 Small Rapid Turrets.

Armor	200000

Large Station

The Large Station - also affectionately known as the Hex Station - is the default structure for
isolated installations. It can house fighters and shuttle craft and is defended by 24 Small
Plasma Turrets, 18 Small Flak Turrets and 24 Small Rapid Turrets on its exterior.

Armor	3500000

⚡ ENEMY FLUX AND REWARDS

Below is a breakdown of the amount of points and the amount of Flux that can be gathered by destroying each of the types of targets in the game.

TARGET CLASS	TARGET	POINTS	FLUX
Colonial Fighters	Fighter	500	15
	Interceptor	350	15
	Missile Interceptor	400	15
	Heavy Figher	600	15
Black Fleet Fighters	Black Fleet Fighter	700	15
	Black Fleet Interceptor	550	15
	Black Fleet Missile Interceptor	600	15
	Black Fleet Heavy Fighter	800	15
Colonial Ships	Corvette	1000	20
	Freighter	800	25
	Shuttle	500	25
Colonial Capital Ships	Frigate	2500	30
	Cruiser	5000	40
	Carrier	5500	30
Black Fleet Capital Ships	Black Fleet Corvette	1500	20
	Black Fleet Frigate	4000	30
	Black Fleet Cruiser	7500	40
	Black Fleet Carrier	5500	30

TARGET CLASS	TARGET	POINTS	FLUX
Turrets	Small Plasma	300	10
	Large Plasma	500	15
	Beam	750	15
	flak	450	10
	Missile	600	15
	Tunnel	500	15
Artillery	Torpedo	450	5
	Mine	250	120
Structures	Supply Cylinder	150	5
	Supply Crate	250	5
	Explosive	100	5
	Wreck	50	5
	Satelite Dish	500	5
	Power Platform	250	5
	Small Station	10000	5
	Large Station	5000	5
	Hanger	2500	5
	Fuel Platform	500	5
	Relic Door	50	5
	Limiter	4000	5
	Relic Core	100	5

MISSION WALKTHROUGH

There are a total of 13 missions, each divided into separate stages. The beginning of each stage serves as a checkpoint from where you can restart your session if you die. The following is advice to aid progression through each of the missions, along with tips for unlocking all the upgrades for your ships and how to better your high score.

Mission 1: Before The Storm.

DESCRIPTION:
You must undertake a flight assessment to prove you are fit for duty. You can earn your reinstatement by demonstrating your ability to fly and operate the weapons of a standard U.N.E. fighter craft. Carefully follow the instructions of Flight Team Leader Grace Reynolds who will be evaluating your performance.

➡ **UPGRADES:** Performance Upgrade

➡ **UPGRADE OBJECTIVE:** Save the Proteus

➡ **UNLOCKS:** Light Machine Gun.
Apex Fighter (For Comepleted Missions)

⬦ PILOT TIP:

Stay close to the Proteus and make use of the 'target nearest' enemy feature ('F' key on the keyboard or X Button on the gamepad) so you are always attacking the most problematic targets. Once the closest targets have been destroyed, you can then pick off the enemies further afield without being concerned for the Proteus taking damage.

Speed up the rate at which you take down Fighters with the beginner's limited arsenal by reducing their shields with your Plasma Guns and firing off a Fighter Missile to finish them off. Manually switch targets (R key or B button on gamepad) to start engaging a new target as soon as the missile is launched. However be aware that Fighter Missiles don't always hit their mark, so a kill isn't guaranteed. -Reynolds

Default Ship: Apex Fighter

First Attempt Weapon Loadout
You won't have the option to customize your weapon loadout when you first play this mission. You will be given a single Gun Slot carrying a Small Plasma Gun and Missile Slots loaded with Fighter Missile Mark I and Rocket Pods.

Gun Slot 1: Small Plasma

Missile Slot 1: Fighter Missile mk 1

Missile Slot 2: Fighter Missile Mark 1

Missile Slot 3: Rocket Pods

RECOMMENDED SHIP: *Strike Suit*

All the enemies in the first mission are small and mobile craft, which are easy pickings for the Strike Mode's multiple missile lock-on ability. Equipping the railgun (when unlocked) will allow you to destroy distant enemies with one hit and the fire and forget missiles will allow you to destroy swarms of fighters very quickly.

Recommended Weapon Loadout

Gun Slot 1: Medium Plasma Plasma Gun

Gun Slot 2: Railgun

Missile Slot 1: Fire and Forget Missile

Missile Slot 2: Fire and Forget Missile

Stage 1

Objective - Approach the Proteus

Although you are not yet introduced to the Thrusters function in the game you do have access to them from the beginning. Immediately engage the Thrusters and head in the direction of the docked Proteus,

Objective - Escort Proteus

There is no obligation to remain in close proximity to the Proteus as it prepares to fold out, so once it has departed you can make your way to the destination for the following objective. Make your way slightly to the left of the gate in the far distance, keeping to the right of the hangar to the far left if you don't yet know where it is. This will save you time before the next objective is actually given.

Objective - Reach Fold Point

If you have followed the previous directions correctly you should be within close distance of the race point destination. Use your Thrusters to close in on it and finish the objective.

Stage 2

Objective - Destroy Wreckage

There are 18 pieces of wreckage in total in the scrapyard and you are required to destroy 6 for Reynolds to be satisfied with your weapons ability. However, to earn more points position yourself during the opening dialog to start destroying the wreckage and link your Plasma Guns to inflict damage faster. Continue to destroy more wreckage during the objective success dialog before the Colonial fighters fold in.

◈ **PILOT TIP:**

For those of you that care about cleaning up on the weapon range - equip rockets every-time. It's the fastest way to clear down all the wrecks. That's how I claimed the top spot. - Adams.

Objective - Destroy Fighters

As you take out the Fighters continue to destroy any wreckage within range. You won't be given much time to destroy the wreckage before you move onto the next stage of the mission. Use your missiles to target wrecks that are at longer range to save yourself from having to use thrusters to get in close. It only requires one rocket to destroy a single wreck, use this to your advantage by firing a single rocket at a piece of wreckage before moving onto the next target. Working efficiently you should be able to clear the wreckage field in this manner before folding out.

Stage 3

Objectives: - Destroy Interceptors, Protect Proteus

Your objective on this stage refers to the enemy squadron which is be targeting you and Reynolds, however your priority should be to protect the Proteus. To this end, you should keep close to the Proteus and focus on the interceptors attacking her. On approach use your Fighter Mark I missiles to pick off targets at range and once you close in on the enemy use your Plasma Guns to take them down. At this stage enemies will start targeting you with missiles, use the EMP to disable them (Keyboard Ctrl Gamepad Y).

Stage 4

Objectives: - Destroy Interceptors, Protect Proteus

Use the same tactic of using your Thrusters to fly in towards the station whilst using Fighter Missile Mark I to lock onto targets and cause some damage from afar before getting in amongst the action with your Plasma Guns to finish off those that are hit and going after the remaining Fighters.

Mission 2: Aftermath.
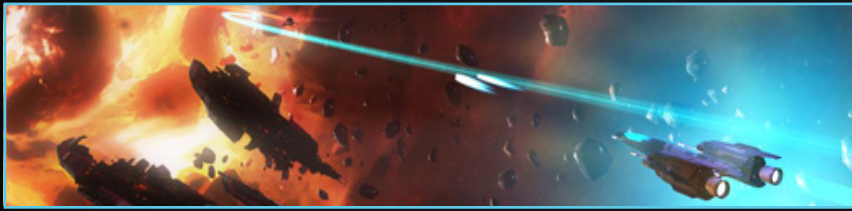
DESCRIPTION:

You must undertake a flight assessment to prove you are fit for duty. You can earn your rein-statement by demonstrating your ability to fly and operate the weapons of a standard U.N.E. fighter craft. Carefully follow the instructions of Flight Team Leader Grace Reynolds who will be evaluating your performance.

➡ **UPGRADES:** Shield Upgrade

➡ **UPGRADE OBJECTIVE:** Destroy all torpedoes fired at the Arcadia

➡ **UNLOCKS:** Swarm Missile

Default Ship: Apex Fighter

First Attempt Weapon Loadout

Gun Slot 1: Small Plasma

Gun Slot 2: Light Machine Gun

Missile Slot 1: Rocket Pods

Missile Slot 2: Rocket Pods

Missile Slot 3: Fighter Missile Mark 1

RECOMMENDED SHIP: Strike Suit

The enemies on this mission are composed of light fighters and corvettes. The Strike Suit's weapons will make short work of the fighters, while equipping Rocket Pods will deal with the corvettes. In the final stage, you need to shoot down all torpedoes in order to unlock the upgrade. Here, the rail gun can prove to be valuable, as it will allow you to pick off the torpedoes from a long range, earn-ing enough Flux to allow you to enter Strike Mode to take out the rest.

Recommended Weapon Loadout

Gun Slot 1: Medium Plasma Gun

Gun Slot 2: Railgun

Missile Slot 1: Rocket Pods

Missile Slot 2: Rocket Pods

Stage 1

Objective 1 - Investigate Wreckage

Turn to the left to make some distance on the marker that will soon appear when the Objective is given. Once this happens, engage your Thrusters to increase your speed.

Objective 2 - Destroy Interceptors

A squadron of Interceptors folds in and engages you in combat. This is a close quarter's battle so immediately press the attack. Interceptors are fast and have a better chance of evading missiles, so use them sparingly. As the interceptors' armor is quite weak, allied fighters can quite easily finish off your target if you only do partial damage to it, resulting in an Assisted Kill and a loss of potential points. Use Reynolds' advice and strip down their shields with your machine gun and then switch back to plasma cannons to finish them off.

◈ PILOT TIP:

There is a reason you have multiple gun slots. Use machines guns to strip down the shields on fighter craft and then use missiles or switch to plasma cannons to finish them off. - Reynolds

Stage 2

Objective 1 - Protect Mercury

Use Thrusters to close in on the Mercury and use the weapon switching tactic to quickly eliminate the Colonial Fighters.

Objectives 2: - Destroy Torpedoes, Destroy Corvette

The Corvette is a bit slow off the mark to begin firing torpedoes, so head straight for it to take it down. The best tactic is to change to missiles and equip the Rocket Pods and then with a steady aim rapidly fire off a barrage of rockets until it is destroyed. Also destroy the three resulting pieces of wreckage for extra points, which can easily and quickly be done with linked Plasma Guns, before returning to the Mercury.

Objective 3 - Destroy Fighters

Back to basics here, use the weapon switching tactic to strip the shields of enemy fighters before finishing them off.

Stage 3

Objective 1 - Investigate Patrol

Simply head in the direction of the enemy squads whilst Reynolds is talking, use your thrusters when they are enabled (after the enemy folds out) to reach the waypoint marker faster.

Objective 2 - Destroy Enemy Targets

Make the Corvettes your priority here, because any enemies that flee at the end of the battle will appear in the next Stage. If you don't take care of them here, you could end up with four corvettes in total to deal in the next stage, alongside an enemy Frigate and some Colonial Fighters.

Stage 4

Objective 1 - Destroy Torpedoes

You don't have much time to get to the two torpedoes that are fired at the Arcadia from the enemy Frigate as you fold in, so ignore the Colonial Fighters that have came in from the previous stage and use your Thrusters to go straight for the torpedoes.

Destroy any further torpedoes on their way to the Arcadia. At this point you will have a small window of opportunity to launch an attack at one of the Corvettes. Thrust into close range, destroying any torpedoes it has fired at the Arcadia, and use Rocket Pods to quickly destroy it. If you have time, destroy the wreckage it leaves behind to increase Flux and/or earn more points, before getting back to the Arcadia to protect from the next volley of torpedoes. Repeat this process for the remaining Corvette. Use the target nearest objective target feature so you can keep an eye on the HUD graphic in the bottom left corner to see if any torpedoes have been fired.

Objective 2 - Destroy Flak Turrets

Your objective is to destroy the Flak Turrets but taking out other turrets on the enemy Frigate can help make the task easier as well as earning additional points. To ensure you destroy all the turrets, take the Flak turrets out last.

Mission 3: Outpost

DESCRIPTION:

You and 407th have joined the survivors of the Colonial attack and arrived at Thule Station under the command of Captain McCallum. You are here in response to a distress call from a mysterious entity known as Control. The Colonials may have traced Control's transmission, so you've been sent to scout out the station first.

➡️ **UPGRADES:** Armor Upgrade

➡️ **UPGRADE OBJECTIVE:** Destroy the Enemy Freighters

➡️ **UNLOCKS:** Strike Suit (for completed missions, unlock includes 2nd generation Strike Suits if available)

◇ **PILOT TIP:**

The Freighters are stationary and have no defense, so are sitting ducks to any attack you launch on them. Take them out quickly using missiles; Rocket Pods are especially effective against the freighters.

Default Ship: Apex Fighter

First Attempt Weapon Loadout

Gun Slot 1: Small Plasma

Gun Slot 2: Light Machine Gun

Missile Slot 1: Rocket Pods

Missile Slot 2: Rocket Pods

Missile Slot 3: Swarm Missile

RECOMMENDED SHIP: *Strike Suit*

Your first two objectives in this mission are to take out large swarms of fighters. Here, the Strike suit's weapons will come in handy. The Fire and Forget missiles are a good fallback to deal with the wing of heavy fighters that fold in shortly after the U.N.E. transports dock with the station but be sure to save some missiles for the two corvettes that fold in shortly after.

Recommended Weapon Loadout

Gun Slot 1: Medium Plasma Gun

Gun Slot 2: Light Machine Gun

Missile Slot 1: Fire and Froget Missiles

Missile Slot 2: Fire and Froget Missiles

Stage 1

Objective 1 - Destroy Fighters

First you need to secure the area. Three squads of enemy Fighters will engage you and your squad. Make quick work of them by switching between Machine Guns and Plasma Cannons.

Objective 2 - Destroy Fighters

Now it's time to take the initiative and bring the fight to the Colonials. A frigate lies in the distance but it has a formidable fighter escort. You need to eliminate the fighter support, before an allied bomber squad will be sent in to strike the frigate. Use the same tactics as before to reduce the enemy fighter support.

Optional Objective - Destroy Freighters

The enemy freighters are stationary, defenseless targets of opportunity which you can destroy to earn an upgrade and additional points. They are well armored so it can take some time to destroy them. Use rocket pods to reduce their health and finish off the last remaining armor with your linked plasma guns to conserve ammunition. Be sure to stay clear of the Frigate's flak and missile turrets while taking them down.

Objective 3 - Destroy Flak Turrets, Destroy Enemy Frigate

Take out the non-objective turrets first to rack up points before eliminating all of the flak turrets. This should also make trying to destroy the frigate easier as you won't be under a barrage of fire when you attack it. The frigate will flee when its armor drops below 50%.

◈ PILOT TIP:

You don't have to wait for the bomber wing to come in and deal with the frigate. If you go straight for its weak points you can deal significant damage, forcing the frigate and its escorts to retreat. This is even easier in the Blade Bomber as you can pretty much ignore the frigate's weak points and turrets and just bombard it with torpedoes.

Objective 4 - Escort Transports

You aren't required to stay in close proximity to the Troop Transports as they make their way to the station, so use the time to destroy the wreckage from the enemy Freighters you've destroyed.

Stage 2

Objective 1 - Destroy Fighters

These are Heavy Fighters and are more durable than their normal counterparts. Use your machine guns to strip down their shields while simultaneously locking on with multiple swarm missiles. Once the shields are down, release the missiles to destroy it instantly. Repeat this on each Heavy Fighter to quickly destroy the whole squad.

Objectives 2 - Destroy Corvettes, Intercept Torpedoes

Some of the Corvette wreckage can be destroyed; locate it by using the target nearest feature and destroy it during the dialog. Once that is complete, head over to the station to the side of the Arcadia's left, where the waypoint for the next objective will be displayed to save time.

Objective 3 - Approach Docking Bay

You should be close to where the waypoint marker appears to dock in at the station, so continue to use your Thrusters to make the rest of the way.

Stage 3

Objective - Destroy Wreckage

You are now in the Strike Suit. Use the thrusters to go back to where the corvettes were destroyed, just past the Mercury, to destroy the rest of the wreckage during the dialog. Linked plasma cannons are sufficient to clear the wreckage quickly and fill up your Flux meter. Once that is complete, you should still have some time to make your way back to the Arcadia whilst McCallum and Caro are still talking so you can be ready for the next objective.

Stage 4

Objective - Intercept Torpedoes

As McCallum gives the orders, you have some time to prepare yourself for the imminent attack. You have enough time to destroy one of the Corvettes before the Frigates start launching torpedoes. Use Pursuit Mode to fly within medium distance of the nearest Corvette and unleash a wave of Rocket Pods until it is destroyed. Once torpedoes have been fired, chase after them and target one before transforming into Strike Mode - you should be able to destroy a volley with the Strike Mode machine gun easily before you run of Flux but if you have trouble, hold down Auto Aim while you attack to cycle between torpedoes. If some torpedoes get out of range - use Dash to close the distance and begin firing again. If you have enough Flux and time allows for it, use the Circus Missile's multiple target lock-on ability to take out multiple enemy fighters. Whenever you get an opportunity, engage and destroy the remaining corvettes, this will make the mission easier as you will have fewer torpedos to deal with. Otherwise - just protect the Arcadia by taking down the torpedoes. Eventually Bowman will fold in and provide support to the Arcadia.

Objectives 2 - Destroy Frigates, Destroy Corvettes

The wall of flak thrown up by Bowman's fleet will neutralize any more torpedoes fired by the frigates. Use this opportunity to destroy any remaining corvettes. Once this is accomplished, make the Frigates your focus. Use the Strike Mode's multiple target lock-ons to quickly destroy the frigates' turrets. Once they are stripped down, you are free to attack the frigates' weak points with impunity.

Mission 4: Bait

DESCRIPTION:

Commander Bowman has assumed control of the surviving U.N.E. fleet and intends to use it to further his personal ambitions. He is hell-bent on destroying the Colonial Black Fleet and plans to use guerilla tactics against the Colonial fleet until they are forced to send the Black Fleet after him. His first objective is to at-tack a Colonial patrol and lure them into a nebula, where the limited visibility of the fog will provide cover for an ambush. However, the atmospheric disturbances inside of the Nebula will disable missile targeting, rendering missile systems useless.

➡ **UPGRADES:** *Energy Upgrade*

➡ **UPGRADE OBJECTIVE:** *Save all the Allied Freighters*

➡ **UNLOCKS:** *Medium Plasma Gun*

◈ *PILOT TIP:*

This objective is relatively easy, the main threat to the freighters are the corvettes that fold in part-way through Stage 2. Kill them quickly and shoot down any torpedoes they launch at the freighters. The heavy fighters that fold in at Stage 2 also pose a threat to the freighters. Destroy them quickly to reduce your chances of losing any of the freighters.

Default Ship: *Strike Suit*

The majority of this mission takes place in the Nebula, which neutralizes all missile targeting systems although you can use the Strike mode missiles before you enter the Nebula. However, for the rest of the mission missiles systems will be offline and so you should load your ship with Rocket Pods since they require not tracking.

First Attempt Weapon Loadout

Gun Slot 1: *Small Plasma*

Gun Slot 2: *Light Machine Gun*

Missile Slot 1: *Rocket Pods*

Missile Slot 2: *Rocket Pods*

RECOMMENDED SHIP: Strike Suit

The Strike Suit is a good choice for this mission as you will be facing large numbers of fighters in the first two waves, while in the latter stages you will be required to pick off specific targets on capital ships, here the Strike Suit's Strike Mode maneuverability will come in handy getting around the larger ships. The railgun is a good choice for picking off enemy fighters or smaller turrets from a distance.

Recommended Weapon Loadout

Gun Slot 1: Medium Plasma Gun

Gun Slot 2: Railgun

Missile Slot 1: Rocket Pods

Missile Slot 2: Rocket Pods

Stage 1

Objective 1 - Destroy Fighters

During this stage you can make use of any missile systems that you have equipped, as you have yet to enter the Nebula. They will be useful in tackling the large numbers of Fighters that you are opposed with. Transform into Strike Mode and use the Circus missiles to eliminate multiple targets at a time.

◈ PILOT TIP:

The Strike Suit is able to rapidly build and replenish its Circus Missiles at an alarming rate. This makes it very tempting to unload an entire 40-missile magazine at a single Colonial fighter. While this may be quite entertaining and very satisfying, it's not very efficient. When going up against enemy squadrons it's best to lock on 2-4 missiles per target before unleashing a salvo. Not only will this utterly destroy entire enemy squadrons, it will also replenish the Strike Suit's Flux, allowing you to stay in Strike Mode for longer and repeat this process until all enemies are dead. Do it right and, not only is this more efficient, but it's far more fun. -Adams

Objective 2 - Destroy Corvettes, Intercept Torpedoes

Use multiple missiles locked onto a single corvette at a time to quickly take it out. Chase down torpedoes when they are fired and use the Strike Mode's machine guns to obliterate them before they damage the freighters.

Objective 3 - Destroy Fighters

Mop up any remaining enemy fighters before the fleet retreats into the Nebula in response to Colonial capital ships attempting to engage the Arcadia.

Stage 2

Objective 1 - Destroy Fighters
Now deep inside the nebula, most missiles systems will be disabled, including the Strike Suit's Circus Missiles. As a result, you will have to rely on your plasma and machine guns to take out the squadron of heavy fighters launched against the flotilla. Use the familiar combo of stripping the heavy fighter's shields with your machine guns and then finishing them off with your plasma guns. The Strike Mode machine gun is also very effective at quickly destroying individual fighters.

Stage 3

Objective 1 - Destroy Frigates
Once you have fended off the Colonial heavy fighter squadron, two frigates will enter the fray. Destroy their turrets to eliminate the threat they pose against the allied fleet as well as reducing the threat they pose to you on your attack runs. Rocket pods are effective in this task but use them sparingly, as you will need them in the next stage of the mission. Once this has been accomplished, begin targeting the Frigate's weak points to destroy it. Make sure you get the killing blow, if the Arcadia scores the killing shot you will be awarded a kill assist lowering your overall score.

Stage 4

Objective 1 - Destroy Beam Turrets
Two cruisers will arrive and begin attacking the Arcadia with their heavy beam turrets. The heavy beam turrets deal massive damage to capital ships and the Arcadia will not last long against the two cruisers while the heavy beams are operational. You should destroy the six heavy beam turrets as quickly as possible. Destroy all the heavy beam turrets on one cruiser before moving onto the next. If you have any rocket pods remaining they will be a great asset here.

Objective 2 - Destroy Cruisers
Once the heavy beam turrets are destroyed, Commander Bowman will fold in and, if the Arcadia has not suffered significant damage, you should be free to pick off remaining turrets for more points. If the Arcadia's armor is low, however, you should focus on the cruiser's weak points to help destroy them as quickly as possible. Again, careful timing is required to earn the full amount of points for destroying the cruisers. To do so, you will need to locate its weak points to inflict sufficient damage before finishing them off.

Mission 5: Hit and Run

DESCRIPTION:
Satisfied by the skill of his fleet, Bowman has decided to escalate his attacks against the Colonials. His plan is to strike a series of Colonial supply platforms concealed within an asteroid field. You will join one of three separate squads to attack the platforms simultaneously so that every objective can be completed before reinforcements arrive.

➡ **UPGRADES:** Strike Mode Upgrade

➡ **UPGRADE OBJECTIVE:** Save the Auster

➡ **UNLOCKS:** Scythe Interceptor (for completed missions)
Fighter Missile Mark II

Default Ship: Strike Suit

First Attempt Weapon Loadout

Gun Slot 1: Small Plasma
Gun Slot 2: Light Machine Gun
Missile Slot 1: Rocket Pods
Missile Slot 2: Rocket Pods

RECOMMENDED SHIP: Strike Suit
The Strike Suit's Strike Mode, the auto-aim ability and the target filter are very useful on this mission especially when switching between fighters and supply platforms. Rocket Pods are a better choice than missiles although don't waste them all on the supply platforms if you can help it, they can be used to take out the cruiser's heavy turrets in order to save the Auster in the final stage. Once the Auster is saved, the rest can then be used to deal massive damage directly to the cruiser itself.

Recommended Weapon Loadout

Gun Slot 1: Medium Plasma Gun
Gun Slot 2: Light Machine Gun
Missile Slot 1: Rocket Pods
Missile Slot 2: Rocket Pods

Stage 1

Objective 1 - Destroy Supplies

You need to destroy the supply crates and cylinders on the platforms to complete this objective; however there are two Turret Platforms guarding each Supply Platform. Taking them out will make the task much easier and it is relatively simple to do (see targets of Opportunity below).Take the Turret Platforms out first, then dodge enemy fire if needed to ensure your shields are recharged.

The supply platforms are defended by squads of enemy Interceptors who will respond aggressively to your assault. Deal with them by going into Strike Mode and target multiple enemies with the Circus Missiles to free yourself up to continue destroying the supplies.

◈ PILOT TIP:

When we flew the actual mission, my squadron was under pressure to get our objectives done ASAP - other wings needed our assistance with their objectives and we didn't have time to get drawn into a hairball. The Strike Suit's capabilities allowed me to end the engagement in under a minute - here's how I did it:

First off, the priority was the supply containers, I ignored the turret platforms and fighter wings and as soon as we were in range, I hit the burners and blasted over to the first platform. En route, I popped a few containers with my medium plasmas which gave me enough Flux to switch into Strike Mode. At this point I was in a prime position to fire down on the supply containers. Using the Strike Suit's auto-aim functionality (hold left Shift/LB) to target the containers I unleashed the Strike Mode guns on them, wrecking the containers in a matter of seconds. When the last of the supplies were destroyed the Strike Suit's auto-target oriented me to face the direction of next supply platform. At this point I dropped back into Pursuit Mode and burned over to the next platform, leaving the Colonial pilots behind me. Repeating this tactic for each platform, I had cleared all platforms under a minute. At this point, I did find myself facing three dozen Colonial fighters chasing me down as the ships I'd left behind finally caught up. Fortunately, that's what Strike Mode is for. - Adams

Very impressive. Also very reckless, Adams broke just about every regulation in the book - not to mention, she left her squad behind. Rookies take note: I'm leaving this up here as an example of how to get yourself killed. - Reynolds.

Objective 2 - Destroy Supplies

See the strategies above.

Objective 3 - Destroy Supplies

Two Freighters will depart from the next set of platforms as you approach. There's no need to pursue them, but be aware that the other members of your attack team will. This means that you will have minimal allied support and must be more diligent in watching out for enemy targets. Taking out the Turret Platforms and some of the Fighters once the supplies are destroyed will make the combat section less intimidating in terms of the sheer number of enemy craft.

Objective 4 - Destroy Supplies

Continue to destroy the supplies but look out for a new addition of a squadron of Missile Interceptors.

If you find yourself getting overwhelmed by the Interceptors, simply transform into Pursuit Mode and use Thrusters to get away. You should have generated a sufficient amount of Flux from targets destroyed and any damage sustained to be able to transform into Strike Mode and unleash a volley of Circus Missiles. You should be able to destroy most of the enemy fighters, if not all, in one fell swoop by distributing your missile locks evenly over the enemy targets. Use strafing and dodge to avoid missiles whilst targeting the Missile Interceptors.

Targets of Opportunity - Destroy Turret Platforms

Not only will destroying the Turret Platforms earn you more points, it will also make completing the primary objective far easier. Otherwise you are mostly a sitting duck for them as you try to destroy the containers on the Supply Platforms.

◈ PILOT TIP:

Since the Turret Platforms aren't going anywhere, you can line up a shot from quite a way and release some Rockets to destroy them outside their firing range. However, since they are relatively small targets, you might want to use Circus missiles to target multiple Turret Platforms simultaneously. -Adams

Stage 2

Objective 1 - Destroy Supplies

There are a few supply platforms surrounding the Enemy Hangar that you need to take out. They are far enough away from the Hangar and its Turrets that you should concentrate on protecting the Bombers. The objective will be updated once you have cleared approximately 60% of the Supply Platforms - it will also complete if you destroy enough of the craft that are attacking the Bombers.

Objective 2 - Destroy Turrets

The enemy station is protected by several turrets. Your objective is to eliminate these turrets so that the bomber wing can attack the station with impunity. Destroy the larger turret platforms that surround the station first - these platforms host three turrets each, and as such pose the greatest threat. Once the space around the station is clear, start picking off the turrets mounted on the station. If you have the Flux, Strike Mode allows you to move around the Hanger far more quickly than Pursuit Mode and you can use the Strike Mode's Circus missiles to take out several turrets at a time.

Objective 3 - Destroy Installation

Once the station's turrets are cleared, the bomber wing will start their torpedo runs. During this time, the station will launch fighter wings to intercept them. Focus on destroying the fighters so the bombers can destroy the station as quickly as possible. The fighter wings can be dispatched easily using Strike Mode and firing 2-3 Circus missiles at each fighter. If you are careful, you will kill every fighter as they launch and will also generate more Flux than you use, ensuring that you can remain in Strike Mode until the station is destroyed.

Targets of Opportunity - Destroy Supplies

Any remaining Supply Platforms will become targets of opportunity at this point. You can pick them off during the Destroy Installation objective, however be aware that this will leave the bomber wing vulnerable to fighter attacks, and the loss of any bombers will increase the amount of time it takes to destroy the station.

Objective 4 - Destroy Freighters

Three enemy freighters will attempt to flee the station and your objective is to destroy them before they can reach their fold point. If you have a high reserve of Flux at this point, switch into Strike Mode and use the Circus missiles to destroy the freighter's escort fighters by painting each individual fighter with 2-3 missiles. If you are low on Flux engage the fighters in Pursuit mode, until you have enough Flux to deal with the entire fighter escort with Circus missiles. Once you have eliminated the escort, focus on each freighter individually. Deplete their armor in Strike Mode with a volley of Circus missiles and then finish them off in Pursuit mode using your missiles and plasma guns.

Stage 3

Objective 1 (Optional) - Destroy Heavy Turrets

Saving the Auster from the cruiser is a difficult task but it can be done on your first run. As soon as you fold in on stage 3, hit the thrusters and head directly towards the cruiser. If you can - hit some supplies en route to grab some extra Flux. Dip slightly downwards so that your approach will bring you to the underside of the cruiser, allowing you to pick off the bottom heavy beam turret first. Once you are close to the Cruiser, use the Strike Mode's Circus missiles to lock on and destroy its heavy turrets. If you start running low on Flux switch to Pursuit Mode and use your rocket pods to strafe the top of the cruiser and the Heavy Turrets located there. Targeting the nearest mission objective (Keyboard 'F', gamepad 'B') will select the nearest heavy turret capable of dealing damage to the Auster. To maneuver around the cruiser, use Strike Mode's auto-aim and dash mode to quickly orbit the cruiser and bring its turrets into view.

Objective 2 - Destroy the Cruiser's Flak Turrets

Now it's time to deal with the cruiser. You can either target the flak turrets, which will allow the bomber wing to fold in and dispatch the cruiser or you can attack the cruiser's weak points directly and destroy it yourself. If you chose the latter option, make sure you destroy the cruiser's remaining turrets for extra points. Use your plasma guns to destroy the cruiser's weak points and then finish it off with a barrage of rockets.

Objective 3 - Protect Bombers / Destroy Cruiser

If you destroy the cruiser's flak turrets, the bomber wing from Stage 2 will fold in to finish it off and your objective will be to defend the bombers while they engage the cruiser. In response, the Colonials will constantly launch waves of fighters against the bombers. Stay close to the bomber wing - if you lose them at this point the mission will fail. Take advantage of Strike Mode, when you have enough Flux, to destroy the Colonial fighters en masse. Remember to be efficient when targeting the fighters with your Circus Missiles to ensure that you have enough Flux to deal with the next wave of fighters.

Targets of Opportunity - Destroy Supplies

There are more supply platforms in this Stage of this mission, which can be attacked to accomplish the optional objective and earn additional points. You will need to destroy all the containers on the platforms BEFORE the cruiser is destroyed, as there will not be an opportunity to do so afterwards, however, each container you destroy will still add to your overall score even if you do not accomplish the optional objective.

Mission 6: Minefield
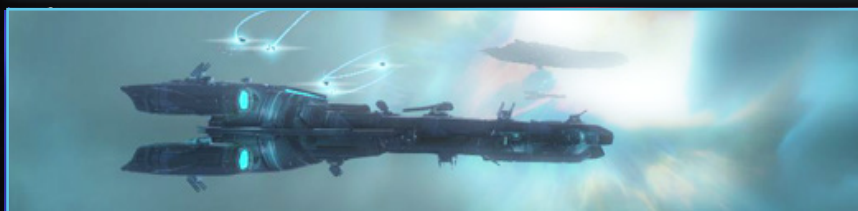
DESCRIPTION:

Bowman's ultimate target is the Colonial military installation of Taranto, however the installation is heavily defended and a direct assault will likely fail. Bowman hopes to hide the fleet from the installations defenses by approaching Taranto through a dense nebula. The Colonials have not left this route unguarded, however.

➡ **UPGRADES:** Performance Upgrade

➡ **UPGRADE OBJECTIVE:** Destroy 18 of the mines

➡ **UNLOCKS:** Fire and Forget Missiles

◈ PILOT TIP:

Be alert for the target indicators that appear on the HUD when mines are detected outside of your field of view. As soon as these appear, reduce all thrust to allow you to turn towards them as quickly as possible. As soon as you have the mines in view hit your thrusters and fly directly toward them. Open fire as soon as aim-assist appears. Assist kills don't count towards the unlock, so you are effectively competing against the other interceptors to score the killing shot on the mines. The mines always spawn the same distance from the ship you are defending but in a random direction, so whenever you have destroyed a wave of mines, return to the ship you are defending to reduce the distance from the next wave of mines.

Default Ship: Scythe Interceptor

First Attempt Weapon Loadout

The nebula renders missile systems inoperable and as a result only Rocket Pods will be available in the missile loadout for this mission.

Gun Slot 1: Medium Plasma Gun

Gun Slot 2: Light Machine Gun

Missile Slot 1: Rocket Pods

Recommended Ship: Strike Suit/Raptor

The Strike Suit's Cannon is more effective at taking out enemy fighters than the Interceptor's limited loadout. The Strike Suit also has an additional missile slot, doubling your rocket pods which are useful for taking out the escaping shuttles.

Recommended Weapon Loadout

Gun Slot 1: Medium Plasma Gun

Gun Slot 2: Light Machine Gun

Missile Slot 1: Rocket Pods

Missile Slot 2: Rocket Pods

The Raptor excels on this mission due to the large number of enemy fighters you will be facing. It also outperforms the Interceptor, which will allow you to easily make the 18-kills against the mines to unlock the upgrade.

Stage 1

Objective 1 - Protect The Arcadia

Stay close to the Arcadia and as soon the mines are detected target the nearest and use your thrusters to move into range of it and attack it with your plasma guns. As soon as it is destroyed, move onto the next torpedo. Once the first wave is destroyed, return to the Arcadia so that you are in the best position to intercept the next wave of mines.

Objective 2 - Protect The Tartarus

Once the Arcadia is secure, mines will start moving in on the Tartarus. The Tartarus will now be your objective and marked on your HUD with a blue circle. Use your thrusters approach the Tartarus as quickly as possible. Mines will appear as you approach repeat the strategy described in the Objective 1 section.

Objective 3 - Protect The Aurora

Repeat the same strategy described above in the Objective 1 and 2 sections. Ensure you cover the distance to the Aurora quickly - of all the ships, the Aurora is the easiest to lose.

Objective 4 - Destroy Fighters

A recon wing of enemy fighters will fold in. Upon discovering the U.N.E. fleet, they will prepare to fold out and warn the rest of the Colonial forces. However almost as soon as you fire on them they will fold out. Hit the thrusters to get to the enemy wing as quickly as possible. Switch to your machine guns and once in range, open fire the nearest fighter to take down its shields, and then switch to your plasma guns to try and finish it off before it folds away.

Stage 2

Objective 1 - Approach Installation

It's possible to destroy the enemy squad from Stage 1 on your approach to the enemy installation. Come up behind the squad and pick off each fighter one at a time, first by stripping their shields with your machine guns and then finishing them off with your plasma guns. When the fighters take damage, they will try to evade you. Don't bother chasing after individual fighters if any manage to evade you - either move onto the next fighter in the formation or proceed to your main objective. If you haven't destroyed all the fighters once the Destroy Shield Generators objective is triggered, move on to the objective as you have a short time limit to destroy the generators before the mission fails.

Objective 2 - Destroy Shield Generators

There is a sense of urgency as you only have a minute and a half to stop the communications installation from sending an alert to your arrival. To be able to take out its satellite dishes you must first eliminate its shields by destroying their generators. There are a total of two to find and destroy. Meanwhile, enemy Interceptor squads have been deployed to prevent you from completing your objective. Ignore them for now.

Objective 3 - Destroy Comms Relays

Now it is time to destroy the comms relays in the remaining time left on the clock. There are three dishes on the spire of the installation. They won't withstand much damage before being destroyed.

Objective 4 - Destroy Fighters

Now you are free to handle the remainder of the enemy Interceptors. This is simple enough using weapon switching tactics to reduce the shields quickly first before finishing the job with the plasma guns.

Stage 3

Objective 1 - Destroy Fighters

Continue where you left off and take down the enemy Interceptors sent after you.

Objective 2 - Destroy Shuttle

The shuttle has no defenses, so when it attempts to leave quickly close in on it and shoot it down with Rocket Pods. You will fail the mission if you allow it to escape so make sure you chase it down as soon as it has left the station.

Objective 4 - Destroy Shield Generators

There are 6 shield generators located on the underside of the station. You now have 8 minutes to disable the station's communications. Simply circle around in one direction, destroying one generator after the other. It is easy enough to also take out the Flak Turrets on the towers en-route for some additional points.

Objective 5 - Destroy Comms Relays

There are a total of 6 comms relays on the station, three at the top and three at the bottom. Remember, you're still on the clock so don't get distracted. When the objective is complete you have a short window to take out another turret on the station before the cutscene begins.

Stage 4

Objective 1 - Defend Bombers, Destroy Turrets

A new timer begins to countdown from 12 minutes. Take down a mixture of Flak and Plasma turrets on the station as marked by the diamond objective icons.

Objective 2 - Destroy Shuttles

Three shuttles will attempt to flee once the Enemy station's health reaches 50%. These will need to be destroyed before they can escape. Don't concern yourself with the interceptor escorts; focus on each shuttle and then move on to the next.

Objective 3 - Destroy Turrets

Continue to destroy the turrets on the station to help the bombers finally destroy it.

Objective 4 - Destroy Shuttles

Three more shuttles will leave the station when its health reaches 5% and attempt to fold out. Again, quickly shoot them down to prevent them from escaping. Concentrate solely on destroying the shuttles; ignore the escorting fighters unless they are doing you too much damage. Rockets are highly effective against the Shuttlecraft.

Objective 5 - Destroy Turrets

Eliminate the final marked Turrets to complete the objective. When Control confirms that the station has been captured, continue to target and destroy any other turrets on the station during the objective complete dialog for some extra points.

Mission 7: Taranto

DESCRIPTION:
The U.N.E. fleet has managed to approach within striking distance of the Taranto shipyards without being detected. However, there is very little time to take advantage of this before the Colonials coordinate an effective response.

➡ **UPGRADES:** Shield Upgrade

➡ **UPGRADE OBJECTIVE:** Kill 10 Fighters with the Bomber

➡ **UNLOCKS:** Blade Bomber (for completed missions)

◈ **PILOT TIP:**

Take advantage of the Bomber's expanded missile capacity and equip a full loadout of Seeker missiles, then unleash a barrage against the enemy squadrons before retreating. Be careful not to get bogged down in drawn-out dogfights with enemy fighters since the Bomber will not survive due to its inferior speed and maneuverability.

Default Ship: Blade Bomber
(NOTE: This mission can only be attempted using the Blade Bomber or the limited access Marauder Strike Suit.)

Recommended Weapon Loadout

Gun Slot 1: Medium Plasma Gun
Missile Slot 1: Fire and Forget Missile
Missile Slot 2: Fire and Forget Missile
Missile Slot 3: Fire and Forget Missile
Missile Slot 4: Fire and Forget Missile
Special: Torpedoes

Stage 1

Objective 1 - Destroy Ship Pen

Your first objective is to destroy the Frigate ship pens. Equip the Bomber's torpedoes by pressing the Spacebar / A Button and then aim and fire at the fuel cells in the middle of the pens until they are destroyed. The fuel cells on the pens can be difficult to hit at range because the structure of the ship pen gets in the way. When on a torpedo run, it is a good idea to fire multiple torpedoes on a single pass to overwhelm enemy flak turrets and ensure that some of your torpedoes survive long enough to hit their target. To maximize the effectiveness of this strategy, start firing torpedoes while you are still a long distance from your target. After firing the first volley of torpedoes, use your thrusters to keep pace with the torpedoes while firing more torpedoes as you approach your target. This will result in a cluster of torpedoes that will be difficult for enemy turrets to deal with and will ensure that at least some of your torpedoes reach their target.

Objective 2 - Destroy Ship Pen

Locate and destroy the new objective target.

Objective 3 - Destroy Fuel Cells

Four pairs of enemy fuel cells are your next target.

Objective 4 - Destroy Ship Pen

Locate and destroy the final Frigate ship pen.

Stage 2

Objective - Destroy Ship Pen

In this stage you will be attacking the cruiser pens; they can be destroyed using the same tactics used against the frigate pens.

Objective - Destroy Ship Pen

Locate and destroy the next cruiser pen.

Objective - Destroy Cruiser

The Colonial fleet is responding to the U.N.E. assault and has started bringing their cruisers on-line. You will have to engage the cruisers directly from here on out. When engaging cruisers in the Bomber you need to be aware of their plasma turrets, which will deplete your shields and wear down your armor - in addition, their flak turrets will shoot down your torpedoes. While the Bomber isn't well suited at stripping down these turrets as conventional fighters are, there is a blind-spot in the cruiser's turret configuration which allows Bombers to approach and launch torpedoes from directly behind the cruiser with relative impunity. While this approach will protect you and your torpedoes from almost all of the cruiser's firepower, be alert for the cruiser's fighter escorts.

Stage 2

Objective - Destroy Cruisers

Use the strategy you have established to take down the remaining cruisers. Don't hesitate to withdraw if your shield is depleted - you can always return or fire torpedoes frame range.

Objective - Escort Arcadia

The Colonial fleet has finally responded with overwhelming force, folding in a carrier and multiple cruisers. Remaining to engage the Colonial forces would be suicide and on order to save the fleet from Bowman's obsession, Captain McCallum assumes command of the fleet and orders it to fold out from the Taranto shipyards.

Objective - Retreat

Approach the Arcadia and escort it to the fold point.

Mission 8: Distress Call

DESCRIPTION:

With Bowman out of the picture, Control is free to pursue her plan to save Earth. She has received a distress call from the Mercury which has gathered intelligence vital to Control's plan. However, the Mercury is being pursued by Colonial ships. You must rendezvous with the Mercury and defend her until she is able to fold out to safety.

➡ **UPGRADES:** Armor Upgrade

➡ **UPGRADE OBJECTIVE:** Destroy the Enemy Cruiser

➡ **UNLOCKS:** Fighter Missile Mk III

◈ PILOT TIP:

The Black Fleet cruiser in this mission poses a significant threat to fighter craft, due to the banks of small beam turrets that surround its engines - it will make short work of any unshielded craft. Additionally, you will only have two minutes in which to destroy the cruiser and its escorts if you want to go for the up-grade. Once you have destroyed the escorts (detailed below) you should attack the Cruiser from beneath to avoid its small beam turrets and strike its weak points. Once you have destroyed all the weak points on the cruiser's underside, switch to Strike Mode and strafe around its hull and quickly paint its small beam turrets with your Circus missiles. Once they are destroyed, strafe around to the other side of the hull and destroy the second bank of small beam turrets in the same manner. This will significantly reduce the threat the cruiser poses to you and you should be able to pick off its remaining weak points without suffering significant damage from its remaining turrets.

BOMBER RUN

Destroying the cruiser in the Blade Bomber is a much simpler task. As the Black Fleet Cruiser shares the same turret configuration as the standard cruiser, you can exploit its blind-spot in the same way. Fly past the cruiser and set up a bombing run a good distance directly behind it, where you will be completely shielded from its small beam turrets and set up a bombing run. Repeat bombing runs in this manner until it is destroyed.

Default Ship: Strike Suit
(NOTE: This mission can only be attempted using the Blade Bomber or the limited access Marauder Strike Suit.)

First Attempt Weapon Loadout
Gun Slot 1: Small Plasma Gun
Gun Slot 2: Small Machine Gun
Missile Slot 1: Rocket Pods
Missile Slot 2: Rocket Pods

Recommended Ship: Blade Bomber
The key objectives in this mission are capital ships, all of which can be dispatched by the Bomber's torpedoes fairly quickly. Be wary of enemy fighters though. If you find yourself being swarmed by large numbers of fighters use the Fire and Forget missiles to deal with them.

Recommended Weapon Loadout

Gun Slot 1: Medium Plasma Gun
Missile Slot 1: Fire and Forget Missile
Missile Slot 2: Fire and Forget Missile
Missile Slot 3: Fire and Forget Missile
Missile Slot 4: Fire and Forget Missile

Stage 1

Objective 1 - Protect Mercury, Destroy Turrets
During this stage, you can safely ignore any torpedoes fired by the Black Fleet frigate, as the U.N.E. Titan will shoot them down before they reach the Mercury. Your first priority is to disable the turrets capable of damaging the Mercury's hull. These are: the large beam cannon on the underside of the frigate and the Large Plasma cannon on the top side. By the time the frigate folds in you should have enough Flux to pick off both turrets in Strike Mode. Once this is accomplished, the frigate will no longer pose a threat to the Mercury and you are free to attack its weak points and assist the Titan in destroying it. You can also shoot down its torpedoes before they are destroyed by the Titan for extra points.

BOMBER RUN
Attack the frigate directly. Perform a long-range torpedo run, building up a cluster of torpedoes from a distance to punch through the frigate's defenses and deal an immense amount of up-front damage. When your torpedoes hit, afterburn away and perform another run. Repeat this until the Frigate is destroyed. Pick off any fighters that engage you with your missiles.

Objective 2 - Destroy Corvettes

While the Black Fleet frigate is engaging the Mercury, up to two groups of Black Fleet corvette attack groups will fold in behind the Titan and attack the Mercury with torpedoes. The Titan will not be able to shoot down all the torpedoes fired by the corvettes and as such they are a priority target. Disengage from the frigate and use your thrusters to get to the corvettes as quickly as possible. Shoot down any torpedoes and then engage the corvettes quickly. Black Fleet corvettes are far more dangerous than their regular Colonial counterparts as they boast two small beam cannons which will make short work of any unshielded fighters. If your shields drop - retreat immediately. Pick off the corvettes with your missiles in strike mode, if you do not have enough Flux, use your thrusters to get in close and finish them off with your regular missiles.

BOMBER RUN

Shooting down all the torpedoes in the bomber is impractical and ineffective; instead you should aim to destroy the corvettes before they can fire a second volley of torpedoes. Use your thrusters to get as close as possible to a corvette, then when you are almost directly on top of it, drop a torpedo to destroy it instantly. If your torpedoes miss, use your Seeker Missiles to finish it off.

◈ PILOT TIP:

Dropping Torpedoes on corvettes is incredibly satisfying but be careful of Black Fleet corvettes - those beam turrets can strip down you shield very quickly. - Adams

Stage 2

Objective 1 - Protect Mercury, Destroy Attack Group

Once the frigate is destroyed, a Black Fleet cruiser with support from two Black Fleet corvettes and Black Fleet fighter cover will fold in. It will take the Mercury two minutes to bring their fold drives online, in which time you have to neutralize the elements of the Black Fleet that pose a threat. Initially, it might seem that the cruiser is the greatest threat, however it will not attack the Mercury directly, instead it will engage the Titan. Instead, you should focus your efforts on the fighters and corvettes that fold in with the cruiser, as they will engage the Mercury and will destroy it if left unchecked. First, destroy the corvettes with your missiles, shooting down any torpedoes when they launch and then move onto the fighters. Once you have cleared up the fighters, you can engage the cruiser and attempt to destroy it to complete the optional objective and unlock the Armor upgrade.

BOMBER RUN

First, destroy the enemy corvettes, either by dropping torpedoes on them or by hitting them with Seeker missiles. Move onto the fighters but don't attempt to dogfight them. Instead, just launch a salvo of seeker missiles to clear them out. Once this is accomplished, you can fire torpedoes at the cruiser either from its blind spot or from a safe distance.

Stage 3

Objective 1 - Protect Mercury, Destroy Black Fleet Fighters

Unfortunately, the Mercury has folded right into the path of the Black Fleet Carrier. The Mercury needs 2 minutes and 15 seconds to prepare its drives to be able to fold out again. Hold the fighters off until the time has elapsed. Stick close to the Mercury, picking off the enemy fighters in Strike Mode or with your standard missiles. If you run out of missiles and Flux, use the machine gun/plasma cannon combo to take out enemy fighters to regain Flux. Be aware of the fact that both the Mercury and Black Fleet carrier are moving, and if you aren't careful, you can drift into range of the carrier's turrets.

BOMBER RUN

It is possible to go completely on the offensive and destroy the Black Fleet Carrier in the Blade Bomber. As soon as you fold in, start a bombing run, building up a cluster of torpedoes. The carrier's small beam turrets will prioritize shooting at torpedoes over shooting at you, this will allow you to get close to the carrier without taking damage, once your surviving torpedoes make contact, you will have very little time before you are destroyed. Switch to your seeker missiles and unload as many as possible into the carrier before your shields collapse. Once your shields are gone, retreat out of the small beam turrets range and set up another bombing run. It should take two to three runs to destroy the carrier, securing a win for the U.N.E. Keep in mind that the majority of the carrier's weak points are toward the back near the large turret towers.

Mission 9: Break In

DESCRIPTION:
You need to lead a strike on a Colonial research facility in order to gain information on how Colonial ships manage to function within the storm generated around the Relic.

➡️ **UPGRADES:** Energy / Strike Mode Upgrade

➡️ **UPGRADE OBJECTIVE:** Complete the mission with the Interceptor

➡️ **UNLOCKS:** Large Plasma Gun

◈ *PILOT TIP:*
When playing this mission in the Interceptor (on a second attempt), stick close to the mission objectives to increase your chance of survival. Trying to take on capital ships outside of your objective will most likely prove fatal. Playing through in the Interceptor means you will be vulnerable in the later stages of the mission when you have to deal with Heavy Fighters. Conserve your Fire and Forget missiles for situations where you find yourself outgunned and don't be afraid to use the Interceptor's speed to run away if your shields are depleted, especially if you are in range of a Black Fleet Corvette's Mini-Beam Turrets.

Default Ship: Strike Suit

First Attempt Weapon Loadout
Gun Slot 1: Small Plasma Gun
Gun Slot 2: Light Machine Gun
Missile Slot 1: Seeker Missiles
Missile Slot 2: Seeker Missiles

Recommended Ship: Interceptor
While not the optimal ship for this mission, you will need to complete Mission 9 in an Interceptor to unlock the Energy/Strike Mode upgrade – see upgrades above. However, the default ship, the Strike Suit, is far better suited to this mission.

Recommended Weapon Loadout
Gun Slot 1: Medium Plasma Gun
Gun Slot 2: Light Machine Gun
Missile Slot 1: Fire and Forget Missiles

Stage 1

Objective 1 - Approach Station

Use your Thrusters to boost past the enemy Hangar and the Frigates to get to the Comms Relay.

Objective 2 - Destroy Generators

You have 2 minutes in which to take the communications satellite offline before a transmission can be sent, beginning by destroying the generators.

Objective 3 - Destroy Comms Relays

Complete the sabotage of the communications network by destroying the Comms Relays before the time runs out. Ignore any enemy ships until the Relays are down.

Stage 2

Objective 1 - Approach Ship Pen

As you approach the ship pen, a cruiser will launch from the pen and start attacking you. You can easily avoid it at this point, skirting around to your objective - or you can choose to destroy its turrets and weak points for additional points.

Objective 2 Destroy Fuel Cells

The fuel cells are hidden underneath the ship pens and are vulnerable to plasma and machine gun fire. They are defended by plasma gun platforms which pose little threat to you. You can locate the fuel cells by targeting the nearest objective. Destroy them quickly and move on.

Objective 3 - Destroy Beam Turrets

If you haven't already, destroy the three beam turrets on the enemy cruiser. Conserve your standard missiles and use Strike Mode's Circus missiles, or if you are flying the interceptor, strafe them with linked plasma cannons, retreating when your shields get low.

Stage 3

Objective 1 - Approach Retrieval Team

Quickly approach the U.N.E. Troop Transport, marked by the blue circle on the HUD. Ignore the capital ships engaging U.N.E. forces.

Objective 2 - Escort Retrieval Team

If you use your thrusters to move ahead of the Retrieval Team towards the Enemy Station, you will be in a good position to ambush the first enemy attack team when it folds in.

Objective 3 - Destroy Marked Targets

An attack team of Black Fleet interceptors backed up by a Black Fleet corvette will fold in to intercept the Retrieval team. If you follow the advice above, you'll be able to destroy the corvette and any torpedoes it fires. With the primary threat to the troop transport neutralized, you are free to mop up the interceptors.

A second attack team of roughly the same composition will fold in shortly after the first attack team. Once again, deal with the corvette and its torpedoes before taking care of its escorts.

Objective 4 - Protect Troop Transport

Once the Troop Transport has managed to dock on the enemy installation, the Retrieval Team will need a minute and thirty seconds to complete their mission, in which time you will need to defend the transport. Three corvettes escorted by a squadron of heavy fighters will fold in and attack the troop transport. Once again, destroying the corvettes and intercepting their torpedoes should be your first priority - however, be aware that their heavy fighter escorts will swarm you as soon as you take hostile action against either of the corvettes. You can use your Circus missiles in the Strike Suit to deal with them. If you're in the Interceptor, use your Seeker missiles to take out as many of the heavy fighters as possible and then fall back on hit-and-run tactics, strafing and retreating from a target, to buy your shields time to recover between destroying targets.

Objective 5 - Destroy Fighters, Destroy Corvettes

Once the Retrieval Team has completed their mission, destroy any remaining enemy craft.

Stage 3

Objective 1 - Destroy Transports

A final wave of Colonial forces will fold in as a last-ditch attempt to capture or destroy the Troop Transport. The Colonial force is comprised of a Black Fleet frigate, two Colonial Troop Transports and a full squadron of Black Fleet interceptors. You should initially hold back, allowing the U.N.E. fighter squadron to engage the Colonial fighters, making it easier for you to focus on the troop transports. Use any remaining missiles you have on the troop transports and if you have enough Flux, switch into Strike mode and attack them with your Circus missiles. Once the troop transports are destroyed, focus on the frigate, destroy its turrets and then attack its weak points to quickly destroy it.

Mission 10: Black Fleet

DESCRIPTION:

The U.N.E. fleet is currently being refitted to be able to withstand the effects of the Relic's storm in preparation for a final assault against the Colonial fleet and its super weapon. However, the Arcadia has come under attack from the Colonial elite, The Black Fleet. The Black Fleet will not relent, leaving the Arcadia with no choice but to go on the offensive.

➡ **UPGRADES:** Performance Upgrade

➡ **UPGRADE OBJECTIVE:** Ensure the Arcadia takes less than 70%

➡ **UNLOCKS:** Shield Missiles

◇ PILOT TIP:

Damage suffered by the Arcadia in the first stage can be repaired before the final stage, so if the Arcadia takes significant damage in the first stage, you can still unlock the upgrade, provided you protect it in the last stage. The key to keeping the Arcadia's hull integrity above 30% during the final stage is to identify and prioritize any ships that pose a threat to it. The main threats are the Black Fleet corvettes, Missile interceptors and Black Fleet frigates. Upon folding into the Black Fleet carrier's position, the Arcadia will immediately come under attack from several Black Fleet corvettes. Your priority should be to eliminate them as soon as possible. Destroy their torpedoes with your machine guns and use the Flux generated from this to destroy the corvettes with your Circus Missiles in Strike Mode. Once you have eliminated the corvettes, the frigates will move into position and the carrier will launch a squadron of missile interceptors. Take out the missile interceptors as soon as possible, if left unchecked they can deal significant damage to the Arcadia. Fortunately, they are lightly armored and can easily be dispatched with Circus Missiles. Once the missile interceptors are neutralized, you need to destroy the heavy plasma cannon and the beam cannon on the Black Fleet Frigates. They can easily be picked off in Strike Mode with Circus Missiles, after which you will only need to worry about intercepting the frigates' torpedoes in order to keep the Arcadia safe. Switch your targeting priority to torpedoes and then keep an eye on your targeting box - whenever torpedoes are launched the 'Torpedoes' text will switch from grey to white, alerting you to their presence. In gaps between torpedo volleys, strafe the frigate's weak points but don't lose sight of the main goal - to protect the Arcadia.

Default Ship: **Strike Suit**

First Attempt Weapon Loadout
Gun Slot 1: **Medium Plasma Gun**
Gun Slot 2: **Light Machine Gun**
Missile Slot 1: **Rocket Pods**
Missile Slot 2: **Rocket Pods**

Recommended Ship: *Strike Suit*

As you will be facing many waves of corvettes, the Strike Suit is a natural choice for this mission since Strike Mode offers infinite numbers of Circus missiles. Fire and Forget missiles can be useful at many points in this mission, either for dealing with corvettes when you are low on Flux, cleaning up a squad of enemy fighters or for dealing direct damage to any of the capital ships in the final stages of the mission. In the first and final stages of the mission, you will also have to defend the Arcadia from swarms of incoming torpedoes, the high fire-rate and high ammo capacity of the Light Machine Gun will serve you well here, alternately, if you have Flux to spare, shoot them down with the cannon in Strike Mode.

Recommended Weapon Loadout

Gun Slot 1: **Medium Plasma Gun**

Gun Slot 2: **Light Machine Gun**

Missile Slot 1: **Fire and Forget Missiles**

Missile Slot 2: **Fire and Forget Missiles**

Stage 1

Objective 1 - Protect Arcadia

As soon as the mission begins, the Arcadia will come under attack from successive waves of Black Fleet corvettes. You should immediately move to engage the corvettes; use your thrusters to intercept them as quickly as possible, but make sure you destroy any torpedoes they launch en-route to generate Flux, allowing you to destroy the corvettes with your Circus missiles. If you run out of Flux while engaging the corvettes, use your seeker missiles or linked plasma cannons against them. Keep moving to avoid their small beam cannons and if your shields ever drop, retreat and allow them to recharge to prevent taking damage to your armor. If you get the chance, kill enemy fighters to generate Flux and boost your score but don't go out of your way to chase them down, your primary focus should be the corvettes.

Stage 2

Objective 1 - Destroy Fighters

You will encounter a patrol of 10 Black Fleet fighters. You should aim to destroy them with conventional weapons to generate as much Flux as possible because you will need it in the next stage.

Objective 2 - Destroy Corvettes

At the next waypoint you will encounter a patrol of four Black Fleet corvettes. You should hold back and let your wingmen engage their escort first to draw enemy missile fire away from yourself. Once your allies have engaged, attack the corvettes. Use Circus Missiles to take them out quickly, and if you run out of Flux, attack the fighter escorts to generate more.

Stage 3

Objective 1 - Destroy Fighters

In this stage, you will encounter a Black Fleet cruiser and 10 fighters. You can either destroy the fighters to allow bomber support to fold in and attack the cruiser or you can engage the cruiser directly and destroy it yourself by attacking its weak points.

Objective 2 - Destroy Cruiser, Destroy Flak Turrets

Once you destroy the fighters, a bomber team will fold in and start bombing runs on the cruiser. Your objective is to destroy the cruiser's flak turrets to prevent the bombers torpedoes from being shot down. You should also destroy the cruiser's small beam cannons as they are more than capable of shooting down the bombers. Once you have neutralized these defenses you should start attacking the cruiser's weak points to help the bombers destroy it.

Stage 4

Objective 1 - Destroy All Targets, Protect Arcadia

Once again the Arcadia will be attacked by several corvettes. You should focus on shooting down their torpedoes to generate Flux and then follow up by destroying the corvette itself. It might be helpful to switch your target priority to highlight torpedoes so that you can quickly find and shoot down any torpedoes not in your field of view.

Objective 2 - Destroy Interceptors

Once you have dispatched the corvettes, the carrier will launch a wave of missile interceptors which will attack the Arcadia - they are lightly armored, however, so a single volley of Circus Missiles should be enough to destroy the entire squadron.

Objective 3 - Destroy Frigates

Next, the Black Fleet frigates will move into position to engage the Arcadia - neutralize the threat they pose by destroying their large beam turret and their large plasma turret. Once you accomplish this you can strip away the rest of their turrets to boost your score and attack their weak points. Be aware the frigates will still launch torpedoes at the Arcadia, and you will need to intercept these to prevent the Arcadia from taking any damage.

Objective 4 - Destroy Carrier

Engaging the Black Fleet carrier can be a dangerous proposition due to its twelve long-range beam turrets - these can quickly destroy you if you are not careful: watch your shields. You'll need to destroy the beam turrets if you hope to approach the carrier. Build up Flux on the interceptors that are launched by the carrier and then paint the beam turrets with Circus Missiles, focusing on one group of three turrets at a time. Once you have destroyed all the beam turrets, you can approach the carrier relative ease and either focus on destroying the flak turrets for the bombers or unleash any remaining missiles you have directly at the carrier. Seeker Missiles and Rocket Pods are particularly effective against carriers and a full salvo of either will do significant damage to the carrier. Be aware that many of the carrier's weak points are located at the rear of the ship near the turret towers.

Mission 11: Raid
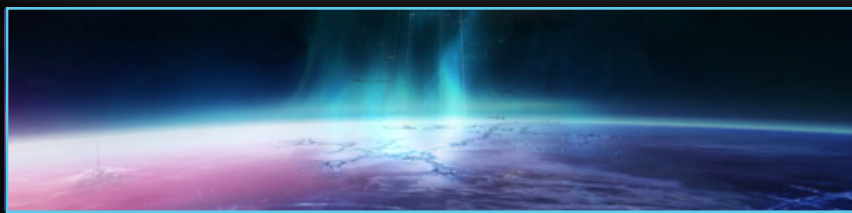
DESCRIPTION:

The Relic is preparing to fire on Earth while the remainder of the Colonial fleet are standing on guard around it. Control's intention is for the Allied Fleet to cause enough of a distraction to draw the Colonial fleet and the Relic away from Earth. Hopefully this will buy enough time for Earth to ready its defenses and allow the Allied Fleet to launch a decisive attack against the Colonials

➡ **UPGRADES:** Shield Upgrade

➡ **UPGRADE OBJECTIVE:** Complete this mission in 15 minutes

➡ **UNLOCKS:** Heavy Machine Gun

◈ **PILOT TIP:**

Beating this mission in less than fifteen minutes requires an aggressive approach to the mission objectives. Until the final running battle (when the U.N.E. frigates are retreating), you should be going on the offensive and actively engaging all targets that impede your progress, particularly enemy capital ships. During Stage 1, go straight for the frigate's weak points instead of the fighters or the turrets to take them down and advance the mission. During Stage 2, try to damage the freighters as you move between corvettes to speed up the final objective on that stage.

Default Ship: **Strike Suit**

First Attempt Weapon Loadout

As you will be facing many waves of corvettes, the Strike Suit is a natural choice for this mission since Strike Mode offers infinite numbers of Circus missiles. Fire and Forget missiles can be useful at many points in this mission, either for dealing with corvettes when you are low on Flux, cleaning up a squad of enemy fighters or for dealing direct damage to any of the capital ships in the final stages of the mission. In the first and final stages of the mission, you will also have to defend the Arcadia from swarms of incoming torpedoes, the high fire-rate and high ammo capacity of the Light Machine Gun will serve you well here, alternately, if you have Flux to spare, shoot them down with the cannon in Strike Mode.

Gun Slot 1: **Small Plasma Gun**

Gun Slot 2: **Small Machine Gun**

Missile Slot 1: **Fire and Forget Missiles**

Missile Slot 2: **Fire and Forget Missiles**

Recommended Ship: Strike Suit

During this mission, you will face large swarms of enemy fighters and multiple capital ships, so once again - the Strike Suit is your best option. The Railgun is a good option here to quickly generate Flux by picking off distant fighters. The Fire and Forget missiles will be useful throughout the mission, for either mopping up groups of enemy fighters or taking out corvettes but they will be particularly useful against the fighter waves and the cruiser in the final stage.

Recommended Weapon Loadout

Gun Slot 1: **Medium Plasma Gun**

Gun Slot 2: **Railgun**

Missile Slot 1: **Fire and Forget Missiles**

Missile Slot 2: **Fire and Forget Missiles**

Stage 1

Objective 1 - Destroy Fighters

As the mission begins, the U.N.E. task force is engaging a frigate and its fighter escorts. Although your mission objectives are to destroy the fighters, go directly for the frigate instead, as the fighters will fold away shortly after it is destroyed. Destroy the frigate's flak turrets to remove its defenses against torpedoes and then start attacking its weak points. Once the frigate is destroyed, kill as many fighters as you can before they fold out.

Stage 2

Objective 1 - Destroy Turrets, Destroy Frigates

At the next stage, your task force will be intercepted by two frigates. Move to attack the enemy frigates, intercepting any torpedoes they fire. Once again, focus on destroying the frigates' flak turrets to make them more vulnerable to friendly torpedo attacks before focusing on their weak points to speed up their destruction.

Objective 2 - Destroy Corvettes

The Colonials will deploy multiple corvettes against the U.N.E. frigates. Take them out with Circus Missiles in Strike Mode or, if you run out of Flux, use twin-linked plasma cannons and your standard missiles. If any of them get within range of the two U.N.E. frigates they will fire torpedoes which you should intercept and destroy as soon as possible.

Objective 3 - Destroy Freighters

Once the Colonial corvettes have been destroyed, your objective will be to destroy a flotilla of freighters. These are defenseless but you should destroy them as quickly as possible to proceed to the next stage in the mission.

Stage 3

Objective 1 - Protect Mercury, Protect Arcadia, Destroy Fighters

A carrier will begin pursuing the two U.N.E. frigates, launching successive waves of heavy fighters, fighters and interceptors which will attack the Aurora and Mercury. All you can do at this point is fight off the enemy waves as the frigates retreat to the fold point.

Objective 2 - Destroy Turrets

As the Mercury and Aurora draw close to the fold point, a cruiser will fold in to intercept them. Immediately disengage from the fighters and use your thrusters to approach the cruiser. Destroy its heavy beam turrets and heavy plasma turrets to neutralize it as a threat to the U.N.E. frigates. Once this is done you are free to either re-engage the enemy fighters or to try to destroy the cruiser whilst the two frigates move around the cruiser to the fold point.

Mission 12: Gauntlet

DESCRIPTION:
The Colonials have taken the bait and turned their full attention on the U.N.E. fleet. If the U.N.E. fails here, Earth is lost. They have no choice but to stand their ground against the far superior Colonial force.

➡️ **UPGRADES:** *Armor Upgrade*

➡️ **UPGRADE OBJECTIVE:** *Save the Titan*

➡️ **UNLOCKS:** *Heavy Missiles*

Default Ship: **Strike Suit**

First Attempt Weapon Loadout

Gun Slot 1: **Small Plasma Gun**
Gun Slot 2: **Small Machine Gun**
Missile Slot 1: **Rocket Pods**
Missile Slot 2: **Rocket Pods**

Recommended Ship: Strike Suit

The first half of this mission is dominated by large numbers of enemy fighters. Pick off individual fighters with the railgun to generate Flux then switch into Strike Mode and use the Circus Missiles to destroy them en masse. It's worth saving your Fire and Forget missiles for the wave of heavy fighters and corvettes that spawn near the end of the first half of the mission. Don't worry about spending all your Fire and Forget missiles, after the corvette wave you will land on the Arcadia to rearm. In the final stages of the mission you will go up against multiple waves of capital ships. Use your Railgun to pick off smaller turrets and Circus Missiles to destroy the heavier turrets. If you find yourself swarmed by the capital ships and fighter escorts, you should use your Circus Missiles to take them out and save your Fire and Forget Missiles to deal direct damage to the cruisers and the final carrier on this stage.

Alternative: because of the large numbers of corvettes and capital ships in the latter stages, beating this mission in the Blade Bomber is not only possible but also very satisfying.

Gun Slot 1: **Medium Plasma Gun**   *Missile Slot 1:* **Fire and Forget Missiles**
Gun Slot 2: **Railgun**   *Missile Slot 2:* **Fire and Forget Missiles**

Stage 2

Objective 1 - Destroy Fighters (Interceptors)

The Colonial fleet will launch a massive offensive made up of interceptors. Use your railgun and plasma cannons to destroy them and generate enough Flux to go into Strike Mode, and then use your Circus missiles to destroy the interceptors. It is possible to stay in Strike Mode indefinitely if you are efficient in your use of Circus missiles. Do not use any of your conventional missiles at this point because you will need them for the enemies you will encounter later.

Objective 2 - Protect Acheron, Destroy Fighters

A wing of heavy fighters will be deployed against the Acheron. Move in and attack them with your Seeker missiles to soften them up and then switch to Strike Mode and finish them off with your Circus missiles.

Objective 3 - Destroy Corvettes

Next, the Colonials will attack the Atlas with several waves of corvettes. Use your thrusters to intercept them and then switch to Strike Mode to access your Circus missiles - if you haven't taken them down when you transform back to Pursuit mode, finish them off with conventional missiles. Don't worry about using all your missiles here as you will be rearmed in the next stage.

Objective 4 - Approach Arcadia

Return to the Arcadia to rearm.

Stage 3

Objective 1 - Protect Atlas, Protect Aurora, Protect Titan, Destroy Cruiser

During the second part of the mission you should try to conserve your missiles whenever possible because you will need them for your final target - the Colonial Carrier.

First, you need to protect the capital ships, beginning with the Atlas. The Colonials will focus all their fire on a single ship until it is destroyed before moving onto the next one. The first Colonial ship to make it through the minefield is a cruiser. Destroy its heavy beam and heavy plasma turrets then finish it off by attacking its weak points.

Objective 2 - Destroy Frigates

Two enemy frigates will move to engage the fleet after the cruiser is destroyed. Destroy their heavy plasma turrets and intercept any torpedoes they launch. Once again, speed up their destruction by attacking their weak points.

Objective 3 - Destroy Cruisers

Two enemy cruisers will follow the frigates. Neutralize the threat they pose by destroying their heavy beam and heavy plasma cannons first, and then attack their weak points to finish them off. Remember, cruisers are dangerous at close range - don't get too confident.

Mission 13: Relic

DESCRIPTION:

Now that you have collected Control from the Arcadia, you must leave the battle and enter the gigantic Alien vessel known as the Relic. You must go deep inside until you reach its Core and destroy it. The fate of Earth lies in your hands.

➡ **UPGRADES:** Energy / Strike Mode Upgrade

➡ **UPGRADE OBJECTIVE:** Destroy the Limiters

➡ **UNLOCKS:** Railgun

Default Ship: Strike Suit (Only Ship Available)

First Attempt Weapon Loadout

Gun Slot 1: Small Plasma Gun
Gun Slot 2: Light Machine Gun

Missile Slot 1: Rocket Pods
Missile Slot 2: Rocket Pods

◈ *PILOT TIP:*

To achieve this upgrade, do not destroy the Core when you first reach it. Instead, follow the waypoints to the Limiters to help Control resume command of the Relic. Unless you braked for the entire route here, you should have enough time to take out the Limiters and reset the Core.

Stage 1
Objective 1 - Reach The Core

Your flight skills will be put to the test as you traverse a long winding tunnel, varying in width and littered with obstacles and you only have ten minutes before the Relic fires on Earth, killing the billions who inhabit it. Within the Relic, the Strike Suit is overloaded with Flux - disabling its ability to transform but maximizing its thrust - take advantage of this but be aware that you will not be able to activate Strike Mode until you reach the Core.

Use your thrusters in the wider sections of the tunnel, where you have more room to maneuver at high speed and slow down in the narrower sections.

You will begin to reach a series of barriers consisting of multiple panels that you will need to shoot through to avoid crashing through them. Each panel can be destroyed by a single shot from the light plasma cannon. To clear down the panels - shoot at a specific point and strafe/roll the Strike Suit to create a circular pattern that should clear the panels before you reach them - alternatively, you can just blast a large enough hole to fly through. Destroying the door panels earns you points, so the more you destroy the higher your score.

As you get closer to the core, you will encounter barriers made from beams of light. Carefully maneuver through these to avoid taking damage from them.

Once you reach the core, you will have to decide whether you'll follow your orders and destroy the Relic by attacking the core or if you'll obey Control and allow her to take back the Relic by destroying the limiters placed near its core.

Obey Orders, Defy Control

If you chose to defy Control, attack the core as soon as you arrive. Once enough damage has been dealt to the core, the Relic will be destroyed.

Defy Orders, Obey Control

If you chose to help Control retake the core, follow the mission markers. You will encounter more beam barriers - maneuver past them through the tunnels to the three Limiter chambers - destroy all three limiters as you encounter them. Once the last limiter is destroyed, you must follow the tunnel around to return to the core. Switch into Strike Mode and use your Circus missiles to fire on the core and trigger a reset. You will have infinite Flux, so you can dash around the core avoiding the beams until the Core resets.

MISSION RANKINGS TABLE

Listed below are the score requirements to achieve the different medal rankings. Also denoted are the scores needed to achieve the successful Earth Intel mission debriefing at the end of mission summary. You will need 8 of these to get the 'good' ending.

MISSION	RANK	SCORE
1	Platinum	50000
	Gold	40000 (Success)
	Silver	30000
	Bronze	20000
2	Platinum	140000
	Gold	100000 (Success)
	Silver	70000
	Bronze	50000
3	Platinum	200000
	Gold	150000 (Success)
	Silver	100000
	Bronze	50000
4	Platinum	160000
	Gold	120000 (Success)
	Silver	80000
	Bronze	50000
5	Platinum	200000
	Gold	125000 (Success)
	Silver	80000
	Bronze	50000

MISSION	RANK	SCORE
6	Platinum	130000
	Gold	100000 (Success)
	Silver	70000
	Bronze	40000
7	Platinum	90000
	Gold	60000 (Success)
	Silver	45000
	Bronze	30000
8	Platinum	160000
	Gold	120000 (Success)
	Silver	80000
	Bronze	40000
9	Platinum	160000
	Gold	10000 (Success)
	Silver	70000
	Bronze	50000
10	Platinum	180000
	Gold	120000 (Success)
	Silver	90000
	Bronze	50000
11	Platinum	200000
	Gold	120000 (Success)
	Silver	70000
	Bronze	50000

MISSION	RANK	SCORE
12	Platinum	140000
	Gold	90000 (Success)
	Silver	70000
	Bronze	40000
13	Platinum	60000
	Gold	50000
	Silver	40000
	Bronze	30000

◆ ACHIEVEMENTS

First Strike
Description: Destroy your first enemy ship.
Destroy one of the enemy ships with your weapons, first opportunity being in Stage 2 of Mission 1.

Transformer
Description: Transform into the Strike Suit for the first time.
When piloting the Strike Suit, build up enough Flux to transform and press the Spacebar or the A button on the gamepad.

Achilles Heel
Description: Find and destroy a Capital Ship weak point.
The first opportunity to achieve this is in Mission 2 when you confront a Frigate in the final stage. See the section on Capital Ship Weak Points to identify them.

Tailor Made
Description: Customize your weapon load out.
From the front end make select Start Game, choose a mission, select a ship and then change the default weapon load out.

Strike Suit Evolved

Description: Unlock an upgrade.
Complete any of the upgrade unlock objectives as detailed in the mission walk-throughs.

Strike Suit Combo

Description: Destroy 5 targets at once in Strike Mode. Ensure you have sufficient amount of Flux when transforming into Strike Mode to fire a large barrage of Circus Missiles. Hold down the missile lock button (Mouse 2 / RB) and move the reticule over at least 5 enemy fighter targets before releasing.

Strike Mode Extended

Description: Destroy 20 Targets in Strike Mode
You need to destroy 20 targets while remaining in Strike Mode. There are many opportunities to achieve this, but your first opportunity to unlock this achievement is Stage 1 of Mission 4. Use the Circus missiles to lock onto multiple targets - be sure to be efficient in your targeting and do not lock more missiles than you need onto a single target to ensure that you make back any Flux you spend.

Torpedo 1 Corvette Zero

Description: Destroy a corvette with a torpedo.
Select Mission 2, 3, 4, 9, 10, 11 or 12 and choose the Blade Bomber as your ship of choice. Equip torpedoes by pressing Spacebar or the A button when engaging a corvette, then aim and take fire.

Lucky Strike

Description: Destroy a Black Fleet Interceptor with Rockets.
Equip the Rocket Pods at the weapon selection screen in Mission 8 and use them to shoot down a Black Fleet Interceptor.

Save Earth

Description: Reach the end of the game.
Complete all the missions and refer to the mission walkthroughs in this guide whenever you come to a point that you become stuck.

Completist

Description: Unlock everything.
Complete all the missions to achieve the weapon and ship unlocks and follow the Upgrade Unlock descriptions and advice in the mission walkthroughs.

Strike Fast
Description: Complete the last mission inside 7 minutes.

Shoot The Moon
Description: You can shoot the Moon... We're just not telling you how.
In Mission 1 change the equipped missiles to the Rocket Pods and then aim and take fire several rockets at the Moon.

Save Earth's Future (Secret Achievement)
Description: Get a better ending.
Beat the metagame - get at least 8 good Earth Intel briefs (see success scores above) and allow Control to take over the Relic in Mission 13.

DLC Achievements ◇◆◆

Strike Three
Description: Kill 3 or more targets with a signle blast of the Raptors cannon.
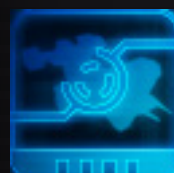
Double Shot
Description: Blast 2 Targets at once with teh Raptors Cannon.

A Dish Served Cold
Description: Fold Point, Hit 20 weakpoints withing the mission.

Making Omelettes
Description: Fold Point, Win the mission without losing more than 3,000 lives

Like A Shield Of Steel
Description: No win scenario, Stop any torpedos hitting the cruiser.

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Exit Simulation
Description: Beat the Heroes of The Fleet campaign.

At Last We Will Have Revenge
Description: Revenge, Take down all the ships before they reach the halfway point.

Wipe Them Out, All Of Them
Description: Dogfight, Kill 20 enemy fighters.

Beam Me Up
Description: Dogfight, Destroy 3 beam turrets inside the nebula

A Good Offence
Description: Emergence, Destroy a cruiser before the beam cannon does

Icarus Again
Description: Emergence, Fly too close to the sun and still win the game

Obey Control (Secret Achievement)
Description: Fly into a torpedo when control tell you too.

○ HEROES OF THE FLEET

CLASSIFIED

Welcome to the U.N.E. Tactical Interface System. You will be required to undergo a series of historical flight simulations that recreate some of the key battles in the U.N.E./Colonial war. The simulation is managed by an evaluating A.I. In this case we have moved over from the previous T.I.S. A.I. Instance to a new A.I. prototype based on the entity Control.

This is the first time Control V2.0 has interacted with people so all cadets are required to report any inconsistencies, bugs or behavior issues relating either to the simulation or the Control 2.0 A.I.

Colonel Geoff Talbot.

Mission 1: Revenge
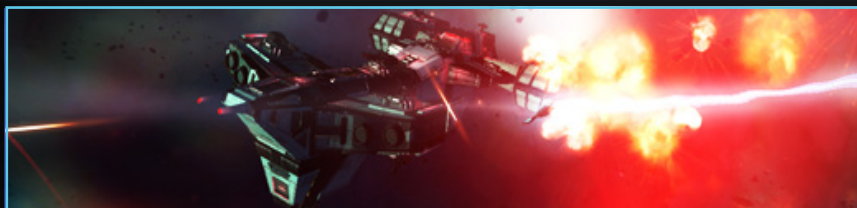
DESCRIPTION:
This simulation is a recreation of the events that followed Colonial revenge attacks after the massacre on Akira 5.

You will take on the role of U.N.E. pilot Tom Whittaker. Historically, the pilot flew a scythe interceptor armed with a medium plas cannon, Light machine gun and seeker missiles. You may choose your chip and load out.

Historical Ship: Scythe Interceptor

Gun Slot 1: Medium Plasma Gun
Gun Slot 2: Light Machine Gun

Missile Slot 1: Seeker Missiles
Missile Slot 2: Seeker Missiles

Recommended Ship: Strike Suit

Gun Slot 1: Medium Plasma Gun
Gun Slot 2: Railgun

Missile Slot 1: Rocket Pods
Missile Slot 2: Rocket Pods

Mission:

While this mission can be completed in any of the available craft, the Strike Suit is ideal because its Strike Mode capability will al-low you to maneuver and position yourself in relation to the capital ship weak points with ease. Furthermore, the Strike Mode's cannon is effective against weak points. It is recommended that you equip the Railgun instead of one of the machine guns to help you deal with the Capital ship gun-emplacements from a safe distance. Rocket Pods are also recommended as they are ideal for attacking the weak points which cannot be targeted by other missiles and are very effective at dealing damage to Capital Ships.

Data collected from the flight recorders of many U.N.E. pilots show that the majority of pilots do not remember the locations of the structural weaknesses present on most Colonial Capital Ships. This mission was selected for the training program both to teach pilots how to find weak points and deal with capital ships in the absence of bomber support, and also to educate them on one of the key battles that escalated tensions between the U.N.E. and Colonial forces to full-scale war.

The mission opens with Colonial forces ambushing a U.N.E. convoy. The simulation will not allow you to save the frigates but you should still engage the enemy fighters to earn points for a higher performance evaluation. Once the U.N.E. convoy is destroyed, the Colonials will fold out and you will follow them to an asteroid field where you have to destroy two frigates and a cruiser before they reach the fold point.

The longer you take to complete this mission, the more difficult it will become. At the halfway point, a squadron of Colonial fighters will fold in to defend the capital ships. Furthermore, there are several Colonial turret platforms defending the fold point at the far end, making it even more difficult for you to focus on the capital ships if you allow them to get that far.

Start by targeting the nearest frigate. Destroy its flak and small plasma turrets to make your attack easier. If you have the railgun equipped, you will be able to pick the turrets off at range. Once the turrets are dealt with, you are free to attack the weak points. For this simulation they have been highlighted for you to help you familiarize yourself with them. Work through the weak points on one side of the frigate then move on to the other side of the ship, destroying any turrets that pose a threat to you first. If you are having trouble hitting some of the weak points, fly in close and use your Rocket Pods against them.

Once you have hit all the weak points, the frigate should be destroyed. If this is not the case and you cannot locate or hit any remain-ing weak points, fire at the hull of the frigate until it is destroyed. Be aware however that this tactic is far slower and you risk allowing the enemy ships to move to nearer the fold point. When the frigate is destroyed, move onto the next frigate and take it out in the same manner.

Once both frigates have been destroyed, move on to the cruiser. First, destroy the cruiser's two small plasma gun batteries and its flak turrets to make it easier for you to maneuver in the space around the cruiser. At this point, you should be using your Rocket Pods against the cruiser's weak points to destroy them as quickly as possible to prevent the cruiser from escaping, especially if you have reached the point where you have to deal with either the Colonial fighters or gun platforms.

If the fighters reach you - break away from the Capital ships and deal with them - the Strike Suit should be able to deal with them very efficiently.

Historic note:

This mission is based on the actions of 1st Lieutenant Tom Whittaker who disobeyed a direct order not to pursue the Colonial forces after they destroyed the freighters transporting U.N.E. personnel involved in the Akira incident. Whittaker followed the Colonial Cruiser and two frigates into an asteroid field, where he destroyed them by attacking their structural weak points. What is even more impressive is that he accomplished this feat despite the fact that he was piloting a damaged Scythe Interceptor with a configuration that was suboptimal for engaging capital ships.

As a result of his insubordination, the U.N.E. was left with no choice but to subject to non-judicial punishment in accordance with article 15: Forfeiture of half his base pay for two months; Reduction of rank and base pay by one grade; Flight status revoked for two months.

Despite being hailed as a hero by his comrades, Whittaker's treatment at the hands of the U.N.E. administration left him disillusioned and he quit the U.N.E. in disgust. However, Whittaker made a small fortune in the private sector both from his autobiographical media releases and by consulting on capital ship destruction and pilot training programs.

Eventually, under pressure from a growing fan base – the U.N.E. revoked the charges against Whittaker and he now lectures at their pilot training academy.

Mission 2: Fold Point

DESCRIPTION:

This simulation is based upon the battle for fold point '1138.' You take on the role of flight team leader Phil Robinson.

Historically, Team leader Robinson flew an apex fighter equipped with a medium plasma cannon, railgun and rocket pods, you may choose your ship and loadout.

Historical Ship: Apex Fighter

Gun Slot 1: Medium Plasma Gun
Gun Slot 2: Railgun

Missile Slot 1: Rocket Pods

Recommended Ship: Blade Bomber

Gun Slot 1: Medium Plasma Gun

Missile Slot 1: Seeker Missiles
Missile Slot 2: Seeker Missiles
Missile Slot 3: Seeker Missiles
Missile Slot 4: Seeker Missiles

Mission:

Almost all enemy forces in this mission are Capital Ships and as such, the Blade Bomber is suited perfectly to deal with the threats in this mission.

This mission has been chosen to give pilots an opportunity to put into practice what they learned about engaging capital ships in Mission 1: Revenge. This scenario also serves to teach them the importance of prioritizing the correct targets when supporting capital ships in a line battle. Pilots should prioritize enemy heavy beam cannons and large plasma cannons when supporting allied capital ships to minimize the threat enemy capital ships pose to them.

As the mission opens, the Colonials will already have a frigate and six corvettes in play. Switch to your torpedoes and start launching them at the frigate as you approach it. By the time you get close to the frigate, there should be enough torpedoes in flight to outright destroy the frigate. Switch to your Seeker missiles and use them against the six corvettes.

More enemy capital ships will fold in. Hit them with a barrage of Seeker missiles to destroy their turrets to prevent them from dealing damage to your capital ships and then switch to torpedoes and destroy them. When disabling a capital ship's offensive capabilities, make sure you destroy their Heavy Beam and Large Plasma turrets, as these weapons will pose the greatest threat to your own capital ships. When the Colonials send a carrier through the fold point, it will launch a squadron of fighters - destroy them with your Seeker missiles.

If at any point, you run out of seeker missiles or take a lot of damage, return to the U.N.E. carrier. Your missiles will be replenished and your ship will be repaired. Use this whenever there is a lull in the battle to prepare yourself for the next wave. As long as you keep crippling and destroying the enemy capital ships, the U.N.E. capital ships will keep pushing towards the enemy gate and ultimately lock it down once they control all three lanes on the Colonial side of the Fold Point.

Historic Note:

This simulation is based on the battle at Fold Point 1138 and the final engagement of Flight Leader Phil Robinson. Robinson was just one of many U.N.E. pilots dispatched to Fold Point 1138, charged with securing the location, however, Robinson's name remains etched in history because of his selfless dedication to his team and the defense of the U.N.E. Fleet.

Robinson helped to hold the Colonial forces at bay for over an hour and, during this time, logged six corvette kills, four frigate kills and three cruiser kills.

However, the Colonial Fleet was commanded by Admiral Suvarov, a rising star in the Colonial ranks responsible for multiple Colonial victories over U.N.E. forces, and with his direction the Colonial Capital ships overwhelmed the U.N.E. forces.

Suvorov's victory cemented his position within the Colonial hierarchy and he was approached to direct, develop and train captains for the Colonial Elite force that became known as the Black Fleet.

It appears that Robinson's success brought the flaws in the Colonial capital ship designs to Suvorov's attention. Unable to redesign the ships themselves in the time frame available, Suvarov pushed through prototype miniaturized beam technology, capable of tracking and shooting down small, fast ships into deployment on capital ships in his new fleet.

In the aftermath, Robinson's sacrifice was recognized by the U.N.E. He was posthumously awarded the gold service medial.

Mission 3: Dogfight

DESCRIPTION:

This simulation is based upon the final battle of colonial fighter ace Bader Hartmann. You will take on the role of U.N.E. pilot Ray Watson who was given the order to take down Hartman.

Historically, pilot Watson flew a scythe interceptor armed with a mediaum plasma cannon, heavy machine gun and rocket pods. You may choose your ship and load out.

Historical Ship: Scythe Interceptor

Gun Slot 1: Medium Plasma Gun
Gun Slot 2: Light Machine Gun

Missile Slot 1: Seeker Missiles
Missile Slot 2: Seeker Missiles

Recommended Ship: Strike Suit

Gun Slot 1: Medium Plasma Gun
Gun Slot 2: Railgun

Missile Slot 1: Rocket Pods
Missile Slot 2: Rocket Pods

Mission:

On this mission, pilots are advised to equip Rocket Pods since the end of the mission takes place inside a nebula where missile systems will be rendered useless.

When the mission starts, fly towards the waypoint, fighting off any Colonial forces that attack you. When you reach the waypoint, Hartmann will appear and start attacking you. His weapons have been enhanced and he can deplete your shields in a single volley, so make sure you are aware of his position at all times. Avoid using any tracking missiles against him, as he will use an EMP blast to neutralize the missiles and scramble your ship's targeting instruments. Instead, focus on wearing down his shields with your machine guns and then attacking his armor with your plasma cannons. If you have access to the railgun, it is advised you equip it for this mission, as it will allow you to decimate his shields in a single shot and follow up with a second shot to damage his armor directly.

Whenever you start to chip away at his armor, Hartmann will deploy countermeasures which will break your target lock on him and give him a boost to his thrusters which will allow him to disengage from you and buy his shields time to recharge. When he does this, make sure you keep visual contact on him and re-acquire him as soon as possible. If you have the railgun, this will allow you to attack him before he recovers, and keep him on the defensive.

Once you have depleted about a third of Hartmann's armor, he will attempt to flee. If he gets more than 4000 units away from you, he will escape and you will fail the scenario. Stay close to him - use your thrusters if he gets more than 3000 units away from you and try to cut him off when he banks. Hartmann is invulnerable for this section of the simulation, so there is no advantage in firing on him.

If Hartmann is unable to shake you, he will flee to the Targon Nebula in the hopes of evading you. Once inside, he will attempt to put enough space between you to set up an attack run. Keep him on the defensive by staying on him at all times. He will try and evade your attacks but you can use your machine guns if you are having trouble using plasmas. Once his shields are depleted, switch into Strike Mode and use the auto-aim function to keep him locked in your sights while you blast him with your cannons. Alternatively, if you have the Railgun equipped, you can allow him to put some distance between the two of you, where he will employ fewer evasive maneuvers - allowing you to pick away at him with your railgun.

Be aware that the Beam Cannons mounted on the derelict ships in the Nebula are still active and will automatically target you. This should not pose much threat, unless your shields are depleted, in which case they will rapidly deplete your armor. Avoid collisions and don't allow Hartmann to get a bead on you to prevent this from happening.

Historic Note:

At the time of his death, Bader Hartmann was sixty-two and was the oldest serving pilot in either the U.N.E. or Colonial military. He was posthumously awarded the Colonial Star, the highest honor awarded any Colonial serviceman.

During his career, he had scored over a thousand kills against U.N.E. pilots - marking him as the most successful pilot in human history. However, prior to the events of this simulation, Bader Hartmann was drafted to train the Colonial's best combat pilots under the command of Admiral Suvorov. His legacy was the skill of the Black Fleet pilots - men and women who shared a fanatical devotion to the man and his death only inspired them to greater levels of zeal against the U.N.E.

U.N.E. Pilot Ray Watson was awarded the gold service medal but was killed, along with the majority of the Earth fleet, when the Colonials first revealed the ship known as the Relic.

His death at the Targon nebula had little impact on the development of the Colonial elite since the training protocols he developed had already been put in place: his work was done.

Mission 4: Emergence

DESCRIPTION:

This Simulation is based upon the battle at the Ares R&D station. You will take on the role of U.N.E pilot Grace Reynolds - early in her career - on a routine partol of the Ares facility.

Historically, pilot Reynolds flew a modified apex fighter armed with a medium plasma cannon, light machine gun, seeker missiles and rocket pods. You may choose your ship and load out.

Historical Ship: Apex Fighter

Gun Slot 1: Medium Plasma Gun
Gun Slot 2: Light Machine Gun

Missile Slot 1: Seeker Missiles
Missile Slot 2: Rocket Pods

Recommended Ship: Strike Suit

Gun Slot 1: Medium Plasma Gun
Gun Slot 2: Railgun

Missile Slot 1: Seeker Missiles
Missile Slot 2: Seeker Missiles

Mission:

Be warned that only advanced pilots should attempt using the Apex Fighter loadout that Flight Team Leader Reynolds was flying when she originally flew this mission. Even Reynolds, one of the U.N.E.'s most celebrated pilots, found herself unable to counter the threat of the Black Fleet in a standard fighter.

As soon as the mission starts, approach the space station. Colonial forces will fold in shortly after the mission begins. The enemy carrier in this engagement is invulnerable to your attacks and you should keep your distance to avoid taking damage from its small beam turrets. During the mission - be careful you do not drift too close.

Instead, focus on destroying the fighter groups and any support ships that accompany the carrier. At first, stay close to the station and kill any fighters attacking the generators to ensure the Ares Cannon remains functional. When you have time, venture out to intercept corvettes, frigates and the torpedoes they fire. Once these threats have been eliminated, return to the station and engage any new fighters launched by the carrier.

The first wave will contain two corvettes. You should intercept them, if you have the railgun equipped; shoot them with it on your approach to soften up their armor. Once in range, switch to Strike Mode and fire off a volley of Circus Missiles to finish them off. Switch back to Pursuit Mode before the missiles hit to maximize the Flux you gain in return. Once you have destroyed both corvettes, return to the station and wait for the next wave.

In the next wave the carrier will be accompanied by a single frigate, you will not be able to destroy the frigate before the Ares Cannon charges up but you can pick off its turrets with the railgun for extra points and take down any torpedoes it manages to fire. When facing Black Fleet frigates on this mission you should prioritize destroying the heavy beam cannon and heavy plasma cannon as these weapons pose the greatest threat to the station's generators.

Next, the carrier will be escorted by two frigates. Ignore the one to the carrier's right - the Ares Cannon will destroy that one on its own, instead focus on the other frigate. Destroy its heavy beam and heavy plasma turrets using either your railgun or Circus missiles in Strike Mode. It is possible to destroy the second frigate before the Ares Cannon charges up again by attacking its weak points; however your priority should be intercepting any torpedoes the frigate fires. Furthermore, you will find yourself under constant fire from the Carrier's small beam turrets so keep an eye on your shields and, if they drop, retreat and let them recharge. Don't forget to mop up any fighters attacking the station, as these can easily knock out a generator if left unchecked.

There will be two frigates escorting the carrier again in the next wave. Use the same strategy as described above to deal with them.

Next, the carrier will be accompanied by a cruiser. The cruiser will take two hits from the Ares Cannon, you should move out to flank the cruiser (make sure the cruiser is between you and the carrier) and wait for the Ares Cannon to attack the cruiser. Once the cruiser has been hit, afterburn towards it. Make sure you approach it from the underside to avoid its small beam turrets. Once you are in range, unleash your Seeker missiles into its underside. It should not take many hits to finish it off.

At this point, the carrier will only be able to take one more hit. Hold off the fighters until the Ares Cannon charges up and finishes off the carrier.

Historic Note:

The Ares beam cannon prototype was developed in response to a series of hit-and-run attacks taking place deep inside U.N.E. space against both military installations and civilian stations. Although, unknown to the U.N.E. at the time, these attacks were performed by the Black Fleet on its first mission to disrupt U.N.E. operations.

The U.N.E. had hoped to develop a weapon that would allow their stations to defend themselves from capital ships without fleet support. Flight Team Leader Grace Reynolds was assigned to the Ares space station during the prototype's initial deployment. Reynolds and her squadron had been flying on a standard combat air patrol when the Black Fleet command ship folded in almost directly on top of their position.

Reynolds barely had time to register the new contact before the heavily modified carrier, refitted with what would become the Black Fleet's signature beam weapons, opened fire on the squadron destroying almost all of the U.N.E. fighters instantly. Reynolds ordered the handful of surviving fighters to fall back to the Ares station.

During the actual mission, the commander of the Black Fleet Carrier - a prodigy trained by Suvorov called Demian Tarkovsy - held back capital ships to use as shields for the carrier so he could fold in and send squad after squad of fighters craft to take down the generators. The destruction of the Ares project was the U.N.E.'s first recorded encounter with the Colonial Elite and helped create the legend of the Black Fleet.

Mission 5: No Win Scenario

DESCRIPTION:

This simulation was, until recently, deactivated due to irregularities in the safety protocols.

This simulation has now been reactivated by the U.N.E. A.I. Control verseion 2.0. It has also had several changes made to the core experience.

Historical Ship: Apex Fighter

Gun Slot 1: Medium Plasma Gun
Gun Slot 2: Heavy Machine Gun

Missile Slot 1: Rockey Pods
Missile Slot 2: Rocket Pods
Missile Slot 3: Rocket Pods

Recommended Ship: Strike Suit

Gun Slot 1: Medium Plasma Gun
Gun Slot 2: Railgun
Missile Slot 1: Seeker Missiles
Missile Slot 2: Seeker Missiles

Mission:

The first wave of enemies will be three squads of interceptors. They pose no threat to the Tantalus and should present no problem to you. Shoot them down to generate extra Flux.

The second wave contains several squads of fighters. Once again, they pose little threat to the Tantalus and you should be able to deal with them easily enough.

In the third wave, several corvettes escorted by fighters and heavy fighters, will fold in and fire torpedoes. Intercept the torpedoes immediately and then finish off the fighters.

At this point, three frigates will fold in and start attacking the Tantalus. The largest threat posed by the frigates is the torpedoes they fire. Control V2.0 will increase the speed of the torpedoes every time a frigate is destroyed. Change your target priority to torpedoes and keep an eye on the priority box - the Torpedoes' tag will change from grey to brown every time a torpedo is fired. When this happens, target the nearest torpedo group and chase it down.

The next threat posed by the frigates is their heavy plasma cannons. Take these out as soon as possible; ideally after the first wave of torpedoes and before the next is launched. If you run out of time, deal with the torpedoes and then return to the turrets. Once this is done, the frigates will only be able to deal significant damage with torpedoes.

Once you have neutralized these threats, the Tantalus will be able to destroy the frigates on its own; however you should start attacking the frigates weak points to speed up their destruction.

When the final frigate is about to be destroyed, Control V2.0 will replace the frigate with two Black Fleet cruisers. Each Black Fleet cruiser is outfitted with three heavy beam turrets and five large plasma turrets which can deal significant damage to the Tantalus. You need to destroy these turrets as quickly as possible if you hope to save the Tantalus; however, the turrets on the top side of each cruiser are defended by eight small beam turrets, positioned on either side of the cruiser's bridge, which will destroy your fighter very quickly if you take sustained fire from them. You can either try firing a barrage of Seeker missiles at the small beam turrets, or you can approach the cruisers from the underside, go into Strike Mode and maneuver around the hull, quickly pop up beside a bank of small beam turrets and paint them with Circus missiles. Release the missiles and then retreat back to the underside of the cruiser. Repeat this until you have destroyed all the small beam turrets. Move onto destroying the large beam and heavy plasma turrets.

The heavy beam turrets are easy to spot when they fire - there are two on the top side of the cruiser's hull, in line with the bridge and a third turret on the bottom foredeck.

The heavy plasma turrets are a little harder to spot, but can be identified by the large double-plasma bolts they fire. There are two heavy plasma turrets on either side of the bridge and another at the top foredeck.

Once you have destroyed all these turrets, move onto the next cruiser. Once both cruisers are neutralized as a threat to the Tantalus, you can begin attacking their weak points to destroy them. Once the cruisers are destroyed, the mission will end.

Historic Note:

Pilot Sam 'Mailman' Bradley's career is notable due to the fact that he has survived multiple engagements that resulted in disproportionately high casualties for the U.N.E.

The defense of the Tantalus was only Bradley's second combat engagement. Bradley performed admirably for an inexperienced pilot. He managed to intercept all torpedoes fired at the Tantalus from the Colonial frigates while also incapacitating their turrets, allowing the Tantalus to destroy them with impunity. However, a misjudged boost across the Tantalus led to a collision that damaged his Apex fighter beyond repair.

In fact, throughout his career Bradley holds the record for most ships lost by a living pilot.

◆ PILOT TIPS

Dog Fighting Tips

Weapon Switching

Changing between plasma and machine guns is a crucial technique when dog-fighting with other fighter craft. Shields are more vulnerable to machine guns, whereas Armor is more vulnerable to plasma shots. To quickly take down a ship, use the machine gun to strip its shield and then switch to your plasma cannons to rapidly reduce its Armor and destroy it.

Hard Turns

Don't forget that in these fighter craft, the slower you go the harder you turn - when you are chasing down another pilot and you don't have the advantage of Strike Mode - brake and turn to bring your target into line.

Strike Suit Tips

Flux

The Strike Suit harnesses a source of energy called Flux, which is required to power Strike Mode. Flux is increased by inflicting and sustaining damage and is depleted when firing weapons in the Strike Mode. Do not fire more missiles than are required to destroy a target. By doing this, you will generate more Flux than you expend and thus will be able to remain in Strike Mode indefinitely.

Dash

The EMP is not available in Strike Mode; however, you can use the Strike Mode's increased maneuverability to avoid missile attacks. Double-tap a movement key to trigger a dash. Dashing just before a missile strikes will disorient its targeting systems and it will be unable to re-acquire you as a target.

Multiple Missile Lock

The Strike Suit has the ability to lock onto multiple targets with missiles in Strike Mode, simply by holding down the button to fire missiles and using the reticule to paint over multiple targets to select them. More missiles will be fired at a single target the longer the button is held over it. A beep sound signifies each additional missile to be fired at a target or multiple targets when the button is held to maximize damage dealt. The missiles will be fired as when the button is released or the Strike Suit runs out of Flux.

Auto Aim

When in Strike Mode, the Strike Suit is able to lock onto a target and keep the ship oriented to face that target regardless of its motion relative to the Strike Suit. This is useful for tracking fast moving targets, turning quickly to acquire new targets, ensuring your cannons hit with accuracy and orbiting around capital ships when strafing them and avoiding their fire.

Combat Strategy

Corvettes

Attack corvettes from below or above to avoid the Corvette's rear turret. When facing Black Fleet corvettes, get in fast, hit it with missiles and get out fast. Keep moving and shift your vector frequently to dodge its small beam turrets.

Frigates

It's always a good idea to take out the flak turrets on frigates first, as they will shoot down any torpedoes fired by friendly capital ships and jostle your ship, ruining your aim. After this, you should take out the plasma turrets to allow you to freely strafe the frigate with impunity. When defending friendly capital ships, make sure you destroy the large plasma turret and in the case of Black Fleet frigates, the large beam turret too. Also switch your target priority to torpedoes and intercept any fired by the frigates.

With its defensive turrets destroyed you can focus on its weak points.

Cruisers

When dealing with cruisers, the biggest threat to your fighter is posed by the twin banks of small plasma turrets flanking either side of the cruiser's bridge (and, in the case of Black Fleet cruisers, small beam turrets which are even deadlier). Fortunately, these turrets are lightly armored and can be destroyed with three Circus missiles. With careful aim you should be able to clear out each bank in a single shot, provided you have enough Flux. Once these are eliminated, you should be able to dodge or pick off any of the remaining small turrets as needed. Again, if you are defending capital ships, make sure you take out the three large beam and five large plasma turrets to reduce the amount of damage they will take from the cruiser.

Carriers

Carriers have the most gun hard-points of any Capital ship and fighters will get chewed up very quickly when trying to pick off any turrets from up close. When dealing with a carrier it's a good idea to strip down one side of the carrier first to clear your airspace and allow you to get close. To accomplish this, max out your Flux before engaging the carrier and then paint as many targets on it as possible. When you release your volley, switch back into Pursuit Mode immediately so that you make back as much Flux as possible when your missiles destroy the turrets. Fire and Forget missiles are also very effective against carriers, especially if you find yourself low on Flux, as these missiles will destroy turrets, hit weak points and deal direct damage to the carrier itself - as long as you are in range and pointing the missiles at the carrier, they will do a great deal of damage and fill up your Flux bar. Alternating between these two strategies will devastate carriers, as the Fire and Forget missiles will finish off any turrets your Circus missiles softened up and they will almost always hit the carrier's weak points, dealing massive damage.