

NORDIC RESPONSE

Introduction

Nordic Response is a 'realistic lite' campaign for the Viggen, consisting of 12 missions, many of which are loosely based on / inspired by Heatblur's Mjolnir Response and Wrath of Thunder campaigns. This time, however, the action will take place not over the Caucasus, but the Kola peninsula, depicting a hypothetical war between NATO and Russia in the early 1990s. What's more, in Nordic Response the player is also to carry out an interception, as well as performing Toss Bombing & Radar Bombing missions, among other things.

The course of the battle is based on the idea that Russia would begin its attack in the Kola region with an assault on the Norwegian air bases on the coast by amphibious and airborne troops. In a second phase, Russia would then capture other air bases further inland to create a buffer zone to secure the strategically important coastal bases. Thus, in most of Nordic Response, Russia is pushing from west to east, while NATO is pushing from east to west.

Ground crew

Since we still don't have any real ground crews for land bases in DCS, I "borrowed" some ground crew pictures from the Super Carrier in an attempt to (hopefully) increase the level of immersion. These images are superimposed on the screen during start-up and taxiing as shown below.



Cleared for engine start-up



Move forward

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Turn left



Turn right

Radio communication

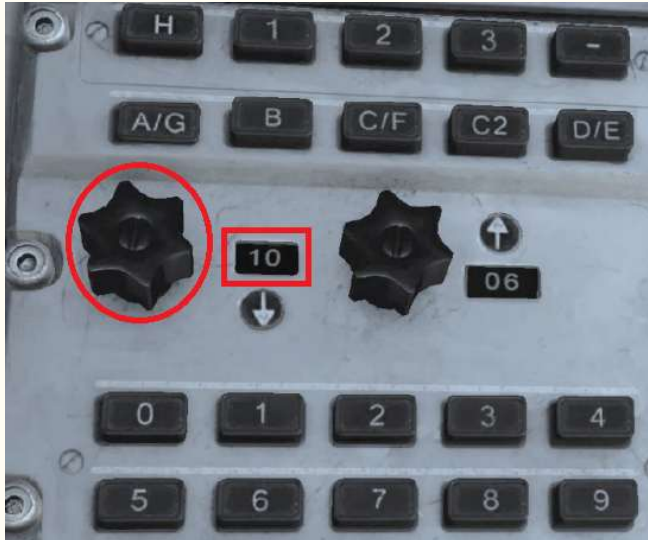
As per Chuck's manual, channels for the Viggen are divided by color in Red, Blue and Yellow.



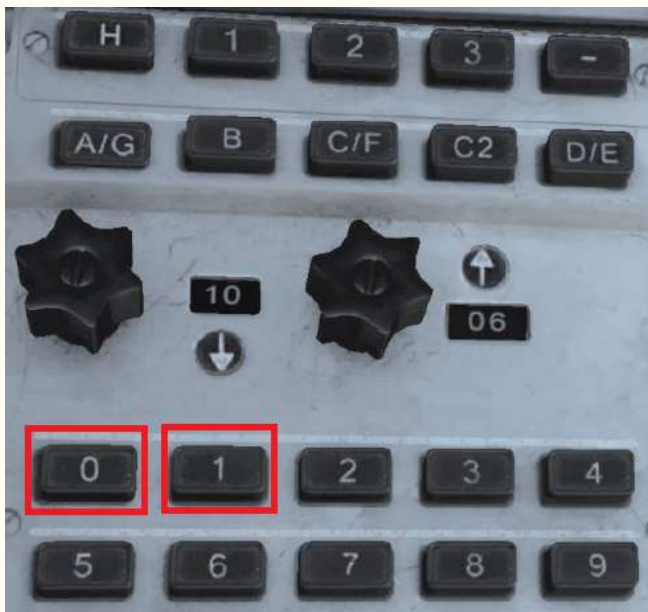
In Nordic Response, channels mainly used are Blue "A/G" (for ATC), Yellow "100" (to give orders to your wingmen) and Yellow "101" (for other flights, airborne controllers etc.).

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To set up channel Yellow “100” or “101”, first click the Group Selector rotary once to set it to “10” (blank at mission start) as shown below.



With the Group Selector set to “10”, clicking “0” on lower keypad sets the channel to Yellow “100”, clicking “1” on lower keypad sets the channel to Yellow “101”.



Most of the communication is automated (you just need to be on the correct channel), but in some cases the player is required to use the F10 menu. You will be notified if that is the case.

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Don't change channels until been instructed to do so. Once a message appears asking you for a channel change, please do so within 15 seconds.

If you want to give orders to your wingmen (channel Yellow 100), you need to change back to the previous channel immediately after you are done.

By default, the radio volume knob (see below) in the Viggen is NOT set to full. Try increasing the volume if voice-overs are too quiet.



Your AI wingmen are silenced, so they will NOT respond to your orders.

Miscellaneous

Landing

On all missions during the campaign, you will be asked to do a straight-in full stop. This is NOT mandatory. If you prefer a different landing pattern, just go ahead.

The only exception is **Mission 5**, which was specifically designed for a straight-in landing approach.

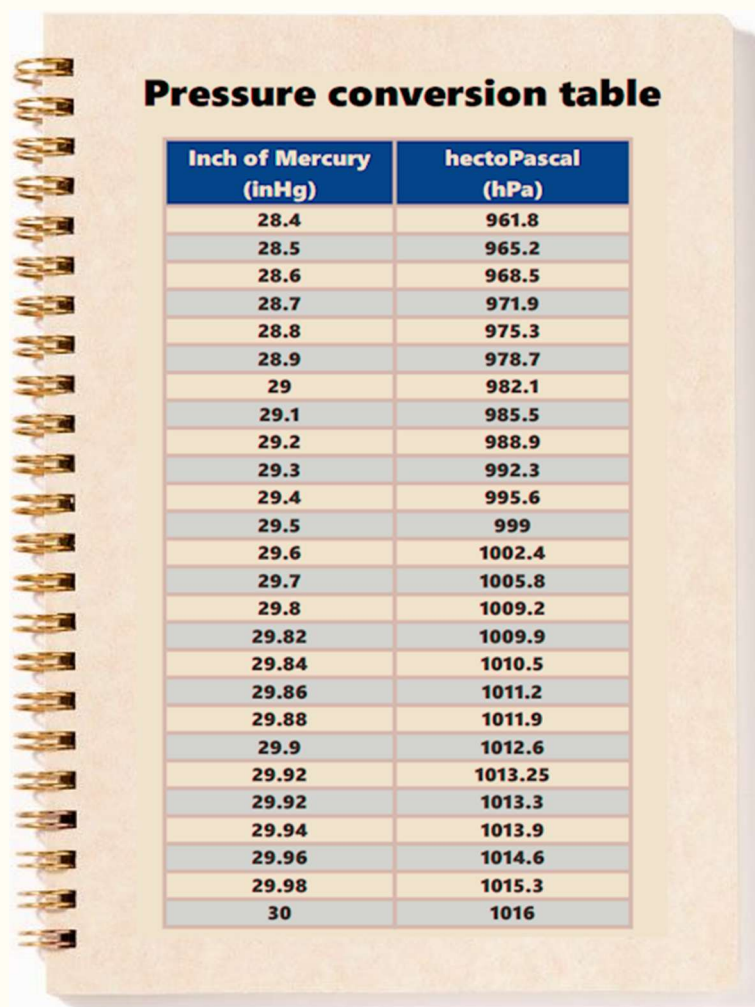
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Completing the mission

To successfully complete any given mission, you need to land at your assigned air base and then come to a full stop at any location within that air base.

Altimeter pressure setting

During missions, altimeter pressure information are given in Inch of Mercury (inHg). Since this is not the most helpful of information for a Viggen pilot, I have prepared a pressure conversion table to convert Inch of Mercury (inHg) to hectopascal (hPa). This table can be found within the kneeboard.



Inch of Mercury (inHg)	hectoPascal (hPa)
28.4	961.8
28.5	965.2
28.6	968.5
28.7	971.9
28.8	975.3
28.9	978.7
29	982.1
29.1	985.5
29.2	988.9
29.3	992.3
29.4	995.6
29.5	999
29.6	1002.4
29.7	1005.8
29.8	1009.2
29.82	1009.9
29.84	1010.5
29.86	1011.2
29.88	1011.9
29.9	1012.6
29.92	1013.25
29.92	1013.3
29.94	1013.9
29.96	1014.6
29.98	1015.3
30	1016

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Arming area

Inspired by the awesome Mig Killers campaign from Reflected, each mission (except one) contains an arming area that the player has to pass through before reaching the runway. You must stop there to allow the ground crew to arm your aircraft before taking off.

Holding short

Most missions require you to hold short off the runway before taking off. However, on a few missions you will receive clearance from Ground for an “immediate” or “direct” take-off. In these cases, holding short is NOT required.

AI Wingman

Setting up the AI wingman to attack ground targets proved to be extremely unreliable and frustrating. Sometimes it works, sometimes it doesn't - for no apparent reason. It can be quite baffling!

If your wingman doesn't follow your attack order in a proper way (either by ignoring the order completely or by starting to circle around the target area indefinitely), I recommend you just continue with the mission.

I tried really hard to get things working, but sometimes the AI just stubbornly refuses to cooperate.

I hope you will enjoy Nordic Response!