

Battle of Vestfjord: The Hornet Missions

Mission hints and tips. **Spoiler Warning!**

In all missions: If you catch the 4-wire on the trap, you may need to taxi back towards the island to get the 'mission complete' message, because sometimes on a 4-wire you are still too fast and just outside the trigger zone to trigger the message. In all other cases you should get it shortly after a successful trap.

BVH 01 Opening Moves

Due to the limitations of the AI, both groups of Tomcats ahead of you will turn and engage the MiGs. They will probably splash the entire bandit group before you get close, but run themselves out of fuel doing it. Therefore, it will fall to you to track in on the bombers and destroy them. This mission isn't very difficult because the bomber group starts so far away, but by the same token, it requires some patience, and you'll need to watch your fuel as well.

BVH 02 Sink the Moskva

This is another relatively easy mission. In rare circumstances, Colt flight (the ready alert Tomcats) miss the inbound Foxbats. If this happens, you'll need to buster back north after shooting your HARMs and engage the Foxbats before they can splash the E-2. If either the E-2 is destroyed or the carrier is hit, you'll fail the mission. Listen for the radio call from Colt that they've splashed the two Foxbats. If you don't hear it by the time you shoot your missiles, the Tomcats have either missed them or been shot down.

BVH 03 Hide and Seek

Be careful trying to engage the Kirov Group: they AAW capability is significant, and when you get close enough they'll illuminate their radars and fire on you. Your best bet for mission success is to report them when you find them, and head for home. The true challenge of this mission is the weather- you'll need to employ the ACLS system to fly an approach to the deck in zero visibility conditions.

BVH 04 Action off Andoya

There are three possible outcomes to this mission. Based on testing, the most likely is that the Kirov will be sunk but not all of her escorts. For the best chance at a clean sweep, stay close to the other divisions and try to salvo your missiles (and order your wingmen to fire) at the same time they do. The tighter the missile swarms, the better the result. Watch the after action report and play the next mission as appropriate. This is the only mission in the pack that 'branches' the same way a dynamic campaign would do. Of course, the missions that 'don't apply' based on your results can still be played as bonus missions, or you can save them for a future playthrough when this mission has a different end result.

BVH 05 Hunting Cripples

This mission is designed to present a conundrum. With supersonic interceptors heading toward you, should you forget about the ships and honor the air threat, or try to hit the ships first? The second option is possible if you don't dally. For the best results, target the Grisha and order your wingman to attack, and he'll go after the amphibious ship. Be ready to switch over to air-to-air and engage immediately, because the Foxhounds will be almost on top of you if you go this route. Your alternative is to jettison the air-to-ground ordnance and go purely air to air, or attempt to dogfight the Foxhounds while hanging on to your stores. The latter is not recommended. Good luck!

BVH 05A Finish the Job

Contrary to the title, this is an air to air mission for the player. You'll fly a fighter sweep over the damaged Kirov and two escorting ships ahead of a large strike to finish them off. In addition to the CAP of MiGs over the enemy force, a division of Foxhounds will launch and attempt to intercept you as well. If you retreat too soon or are shot down, the Foxhounds will splash almost the entire strike. This is a 2V4 twice over, but you have a superior jet and enough missiles to get the job done.

BVH 05B Securing the Flank

This is a SEAD mission against air defenses at Andoya. You also learn early in the mission that two corvettes are present as well. The key to success here is patience. For the best results, shoot your HARMS at the SA-10 site which illuminates you as you approach waypoint two, just after the conversation about the surface ships. Then take an orbit around waypoint two with your wingman, and then order them to attack. If you close the coast too quickly, the SAMs will be thick and deadly. At this point you have the option of engaging the ships or ground targets, as you like. The only way to fail this mission is to be shot down.

BVH 06 Night Hunt

If you are south of the vicinity of waypoint two and above three thousand feet, it will trigger a section of MiGs that attempt to bounce you from the south, threading their way through the terrain the same way you are. The ships will generally not illuminate you until you are close, simulating their late detection due to their own EMCON status. The quicker you are at locking and firing Mavericks, the better this mission will go for you. Use the terrain to mask yourself from ship-launched SAMs. That means using the terrain to your advantage at all times, keeping low and fast, and hillsides nearby for cover. Just don't run into them! Remember you are a long way from the Boat, so watch your fuel.