

# Kuwait Theater - Tester issue 1

## DISCLAIMER

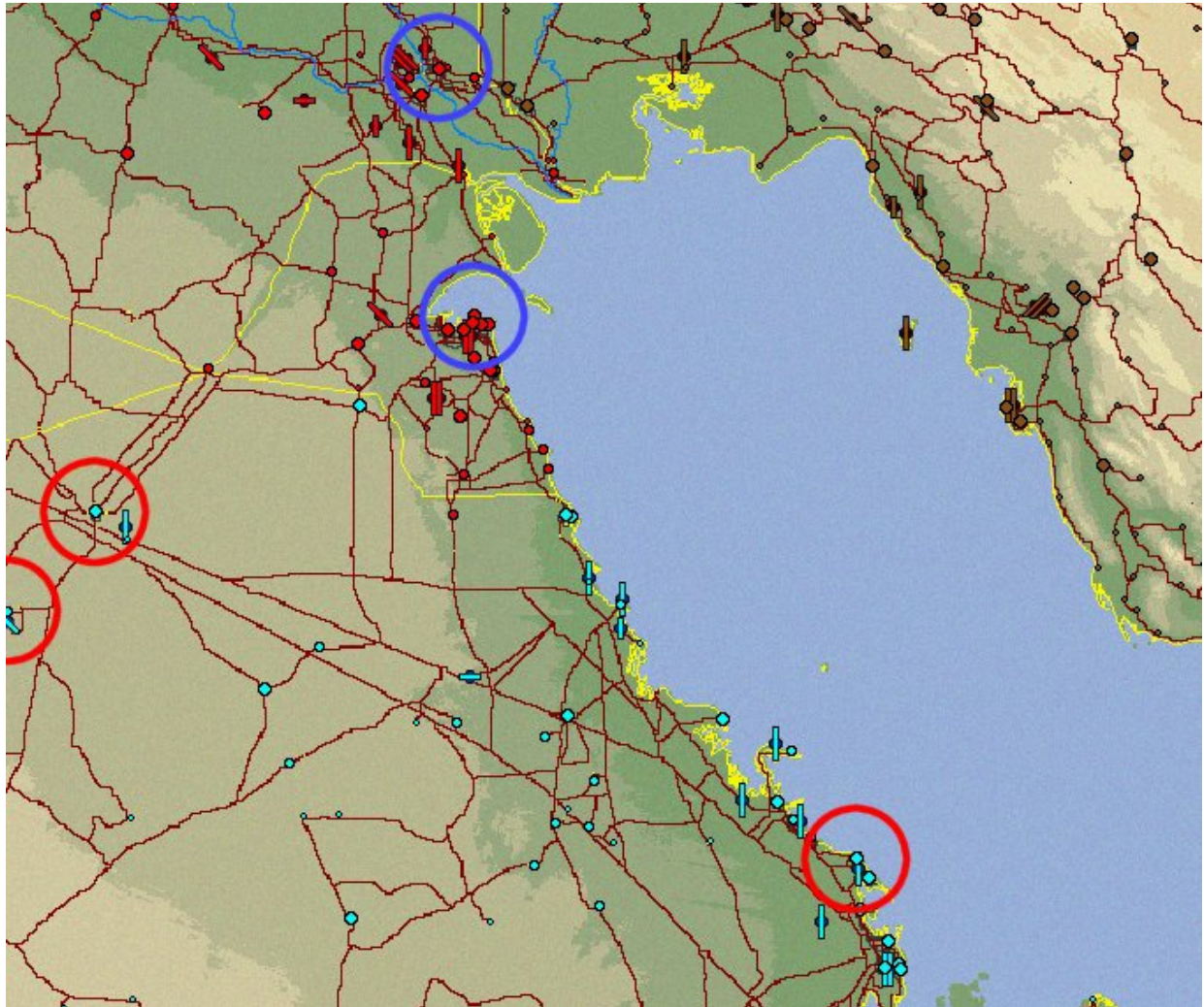
This theatre is not designed to be an accurate representation of the Gulf region, or an accurate portrayal of the 91 Gulf War. It is my attempt to offer a theatre of Ops based in the Gulf Region. No apologies are made or offered in respect to inaccuracies of either the terrain or the geographic layout of cities, etc. or the placement of combat units in the theatre. If you do not accept this, delete the installation and go back to another of the fine theatres available.

*Points to note (in no particular order) -*

1. The terrain tiles are crap. I know this. They are merely placeholders for higher resolution, better looking tiles which will follow later. To this end, you'll notice all the Airbases sit on one type of terrain. It'll get fixed soon. Likewise, all the aircraft, especially on the Iraq side, still wear DPRK insignia. I need someone who is knowledgeable in skinning to change these. Are you that someone?
2. You'll find a lot of road junctions called "Saudi Junction...", Iraqi Highway..." etc. These will be given more meaningful names where possible in good time, so don't worry about them for now. I appreciate it makes following the ground action difficult at times, but bear with it.
3. This release is solely for the purpose of allowing the F4 BMS community to see the fruits of my labour, and to allow you to offer assistance to improve the theatre by doing the following -
  - a) Look for misplaced tiles, roads that end suddenly, objectives that are misplaced or slightly out from their tiles. Use CTRL + z, then L to display co-ordinates.
  - b) Look for "Nowhere" named objectives, particularly in Kuwait, Saudi and Iraq. Iran can be ignored for now, cos at this time Iran is still very much WIP.
  - c) Fly the campaign, and I mean **fly** it. Don't just fast forward the clock cos I've done that hundreds of times already. I need to know how it works with continued player input, both good and bad.
4. You'll notice a distinct lack of rivers. This is on purpose. Lots of rivers meant lots of bridges, and destroyed bridges usually drag campaigns to a halt, so I took a decision to get rid of all except those up the main Iraq river (Euphrates?). In Korea, where paths are abundant, this is not so much a problem as there are usually good connections between objectives, but in Kuwait, the roads can be long and barren – if a bridge was taken out the resulting route round it was sometimes too long and killed the GU movement, so the bridges had to come out. I will re-introduce rivers later, but they will be candy only and not actually marked as water so as not to affect the ground war. Bridges will be drawn onto terrain tiles only.
5. After annexing Kuwait, Iraq presses on over the border with a view to capturing the industrialised coastal region. Win conditions for the Bad Guys - capture King Khalid Military City, the town of Hafar Al Batin, and the city of Ad Damman. Your job as part of the Coalition will be to force them back and out of Kuwait, aiming to push them back to Al Basrah. No chasing them all the way to Baghdad yet – that'll come later...
6. Unassisted (i.e. fast clock) the Coalition will win the control Kuwait City by around day 5, and win the campaign outright in about 7 days, while Iraq will win their campaign in about 4 days. Given 99 percent of the time you'll be flying for the Coalition, I feel this is just about a

right balance between the two. With constant good results from the player, this should be cut to about 4 – 5 days for the Coalition.

This is not always the case of course. Due to the dynamic nature of the F4 campaign engine, sometimes the Reds will do better, sometimes worse, and vice versa.



Any comments, suggestions, errors, offers of assistance with skinning aircraft can be sent to [malcolm.hutcheon@gmail.com](mailto:malcolm.hutcheon@gmail.com) where your communications will be welcomed.