

Centurian's World War III Campaign



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Introduction

Thank you for downloading my World War III campaign set. It is the biggest constructed campaign for Fighters Anthology yet. It features 1,000 single player and 1,000 multiplayer missions. It is broken down into eleven parts, each with a unique storyline that ties into the rest. This campaign set uses the Game Remod 6 standard and allows for easy yet realistic play. Now to talk a little bit about the storyline.

On September 11, 2001, Al Qaida terrorists hijacked four airliners over the United States. Two were flown into the World Trade Center, one into the Pentagon, and the fourth was crashed in a field in Pennsylvania. The catastrophic loss of life from the three areas amounted to dead tolls in excess of three thousand! The worst hit was the World Trade Center. Both towers collapsed taking several surrounding buildings with them. The bulk of the deaths, some twenty-seven hundred were lost there with over a thousand bodies never recovered or identified. In October 2001, after a month of diplomacy with the Taliban government in Afghanistan, the United States and the largest coalition ever built attacked Afghanistan in **Operation Enduring Freedom**. The aim was to destroy Al Qaida and the Taliban who harbored them as well as capture Osama Bin Laden dead or alive. Afghanistan was a quick campaign and the Taliban was out of there in no time with Al Qaida badly beaten but not defeated. Well into 2004 there were still operations in Afghanistan and Osama Bin Laden had yet to be caught.

Iraq, a major supporter of terrorism (after all Saddam gave \$35,000 to Palestinian homicide bombers), and major thorn in the side of the world was attacked by the United States, Britain, and many other nations. It was NOT unilateral as there were some fifty-something countries assisting. **Operation Iraqi Freedom** began in March 2003 and within weeks Iraq was liberated and Saddam on the run. Over the summer of 2003, Saddam's two sons were killed and eventually he was caught in December 2003. Much disapproval of the war came from Europe and Democrats in the United States. European countries feared what the United States would find in particular who sold what to Saddam during the embargo. Russian personnel burned countless documents from their Iraqi embassy and used the aide of Brazil to transport others out. France supplied passports to Syria for Saddam leadership and also had sold weaponry to Iraq as recent as 2002 through the United Arab Emirates. Russian GPS-jamming systems were found within Iraq shortly after the war, having been delivered sometime after the introduction of the JDAM bomb, during the embargo. Russia also owned rights to Iraq's largest oil field and Saddam owed France \$2,000,000,000. The motives of the "allies" were for oil these countries claimed but it was just the opposite. Saddam had an advanced weapons program with nuclear, chemical, and biological weapons. These were weapons that could find their way into the hands of Al Qaida or other terrorists. While Saddam did not possess a nuclear weapon in 2003 he would shortly. There was no time to wait.

My World War III campaign begins with **Operation Enduring Freedom**. You fly missions there then go to **Operation Iraqi Freedom**. A special multiplayer mission features the Israeli Air Force bombing the Bushehr nuclear reactor in Iran. After that it goes fully fictional. You go to Iran for **Operation Full Retaliation** and fight during the summer of 2003 in *The Rites of the Undead*. From there, you fly in Cuba for **Operation Cuban Response**. Castro has died and turmoil shakes the Cuban island in 2004. This particular campaign features a modified Cuba map made by me that features Juragua nuclear power plant and the Lourdes SIGINT facility, as well as a detailed Havana and modern day airbase emplacements. Then in 2005, Kim Jong-Il, with the aide of China and Russia, launches a full offensive on South Korea in **Operation Korean Resolve**. From there, the campaign spreads to Russia in the Vladivostok region with **Operation Backyard Brawl**. Russian imperialism attempts to invade the Baltics in **Operation Baltic Stone**. Russia also invades Ukraine in **Operation Southern Light**. Elsewhere in the world, in 2006, Argentina reinvades the Falklands and the British respond in **Operation Cheshire Cat**. Egypt attacks Israel with the aide of Saudi Arabia and Libya and Israel frantically defends itself in **Operation Sandstorm**. Then it's on to China where **Operation Backyard Brawl** concludes in 2008. But in 2008, China also attacks Taiwan and **Operation Chinese Noodle** aims at defending Taiwan from China. China also invades through Vietnam and it is up to a lone US carrier group in **Operation Thunderchief** to stop them! Between 2008 and 2009, the campaign returns to Russia where Russian aggression has peaked. Russia and Chechnya spar off again in **Operation Nightfire** and Russia invades Iceland in **Operation Long Winter**. Russia joins forces with France and sparks a serious

war throughout Europe in **Defending the Kingdom** and **European Distress**. Lastly, Russia strikes against US forces in Afghanistan in **Operation Afghani Hold**. The conflict spills over to the Balkans in 2009 where a rogue Yugoslavian general reunites and region and goes on a massive genocidal spree in **Operation Balkan Faucet**. Finally, in 2010, World War III spills into somewhere else. Where? You'll have to find out...

So as you can see it is an extensive storyline that spans sixteen theaters of action and ten years worth of war. World War III is a devastating war with over five hundred million casualties in total. The world is never the same again and who will come out victorious? You'll just have to wait and see...



Installation & Usage Instructions

World War III is essentially a two-component system. The first component is the main LIB, a Game Remod 7 derivative. The second component is the campaign itself. Files are named easily to distinguish themselves from each other. There is a prefix, which is WW3 (marked in bold below). Then there is the campaign #, 01, in this instance, marked in green. Then comes the name of the campaign, WOT for War on Terror, in this instance, marked in red. Then comes the file designation, A in this case, marked in blue. An A file is essentially the MAIN lib with all the items. If it is a B file, (marked with a B instead of an A) it essentially is the CAMPAIGN lib. In this particular file are the CAM files and the missions. **HOWEVER IT SHOULD BE NOTED THAT IN SOME CASES THERE ARE ESSENTIAL ITEMS IN THE B FILE THAT ARE NEEDED TO PLAY THE CAMPAIGN.** Please refer to the charts below for further information.

WW3_01_WOTA.LIB

Installation

1. Make sure that you have no third-party LIB files in your directory. The only LIB files that you should have are the default FA ones: FA_1, FA_2, FA_4B, and FA_4D. Note: if you are using the NO-CD then you will have more.
2. Unzip the necessary files using the chart below.
3. Start FA and let her rip!

For single-player campaign play	A LIB (WW3_xx_xxxA.LIB) and B LIB (WW3_xx_xxxB.LIB)
For multi-player usage	A LIB (WW3_xx_xxxA.LIB), mission files, and in some cases the B LIB (WW3_xx_xxxB.LIB) [refer to below chart for these special cases]

WARNING: World War III is not compatible with anything other than itself. I am sorry for this inconvenience but it allows for the most enhanced play. This also means that you cannot use WW3_01_WOTA.LIB and WW3_02_TRUDA.LIB. There must be consistency. 1 with 1 and 2 with 2 and so on and so fourth...

Usage

1. After you install you can easily just play as you would like.
2. For multi-player purposes ensure that everyone has the exact same *.LIB files or else there could be errors that would not allow you to play or enjoy the campaign.
3. Please read the following if you are using the FA1.02F with coupled NO-CD patch.

The NO-CD is great, I love it. Unfortunately, there is a minor glitch. When you get promotions, medals, etc. in Operation Korean Resolve the game goes to load certain files. KDEAD.pic is an example of what it would load if you died during FARC Zeta. These files are loaded from the Blue CD. However, since you are using a NO-CD they do not load and crash the game. There are two ways to solve this. You can switch back to normal play by simply moving the NO-CD LIB files and the NO-CD FA.exe out of the FA directory and putting back your original FA.exe that is 1.02F patched. The second way, as mentioned by Cag Hotshot, is to simply copy the necessary LIB files from your Blue CD to your FA directory. Now these are large files: FA_4C.LIB and FA_7.LIB being 83.1MB and 153MB, respectively. If you have the free space then I recommend using this method because the NO-CD not only reduces wear and tear on your CDs and CD-ROM or DVD-ROM but the game loads quicker. If you do not have the necessary space then you will have to revert to the old way of using your CD. Sorry.

Special Case Chart

In this chart I will inform you which of the follow parts you will need to use the B LIB in addition to the A LIB to fly multiplayer missions.

Number	Campaign	Is the B LIB Required?
01	War on Terror	No
02	The Rites of the Undead	No
03	Operation Cuban Response	No
04	Operation Korean Resolve	No
05	Russia Part I	No
06	Operation Cheshire Cat	No
07	Operation Sandstorm	No
08	China	NOT YET COMPLETED
09	Russia Part II	NOT YET COMPLETED
10	Operation Balkan Faucet	NOT YET COMPLETED
11	?????	NOT YET COMPLETED

At this moment, no parts require the B LIB in order to play but you never know about the others.

Single/Multi-Player Usage Policy

First of all I want to say this. World War III was meant to be enjoyed and meant to be fun. I hope that you all enjoy it fully and respect that it has taken me a long time to construct; we're talking well over one hundred hours here. Please do not alter missions on your own unless it is absolutely necessary and if so please send me a copy what you have altered so that I can adapt the official missions. Just please use it as it was intended.

Squadron / Online Usage Policy

This is pertinent only to online squadrons and Tour of Duty type systems that want to use World War III as their campaign. First of all I would like to thank you if you are thinking of doing so as it is a great honor to me. I promote this idea as much as possible and want to extend this: If there is ANYTHING extra you need do not hesitate to let me know and I will try my best to get you what you need. If it is squadron art then provide necessary resources and such and it will not be a problem. I just ask one thing, that you inform me that you are using my campaign. An ICQ message or e-mail is sufficient enough. I have worked very hard on this campaign, with well over one hundred hours of work, planning, and testing. If there are any glitches in missions and such let me know and I'll get them fixed immediately. Please do not alter missions on your own unless it is absolutely necessary and if so please send me a copy what you have altered so that I can adapt the official missions. Just please use it as it was intended.

Important Information

World War III is freeware. It is not endorsed by Jane's and is no affiliated with Jane's, EA, or anybody other than Centurian. It is not to be copyrighted or used for anything other than freeware and fun and let's look at the news, you can't copyright something that is already copyrighted (i.e. Jane's FA). It is not perfect and it is not the best for the best has yet to come. Let's face it, if the best was here, we wouldn't need to make anything else. Please give credit if you use anything and if you don't then I am sorry to hear that you can't simply put a line that says someone else did something but hey, what else is new. Keep unintelligent comments to yourself but do share intelligent ones, whether they are good or bad. Also note that if you use other items that were not made by me, please give them the credit and not me. In essence, just give us credit, that is all we ask for, nothing more. The LIB is open-source and feel free to use what you need and like. Just please give credit.

Campaigns

This is a chart of all the campaigns that will be featured in World War III.

Number	Name	Years	Missions (SP/MP)	Completed
01	War on Terror	2001 – 2003	25/25	Yes
02	The Rites of the Undead	2003	25/25	Yes
03	Operation Cuban Response	2004	120/120	Yes
04	Operation Korean Resolve	2005	200/175	Yes
05	Russia Part I	2005 - 2008	150/150	Yes
06	Operation Cheshire Cat	2006	25/25	Yes
07	Operation Sandstorm	2006	25/50	Yes
08	China	2007 – 2008	135/135	In Progress
09	Russia Part II	2008 – 2009	175/175	No
10	Operation Balkan Faucet	2009	40/40	No
11	???	2010	80/80	No

As you can see this is a slow work in progress. I have a good portion of it done but have less than half of the missions completed. Looks are deceiving. Though I have done seven of the eleven I have only done five hundred and twenty missions. That leaves four hundred and eighty, per single and multi. I am not going to set aside any expected release dates as I cannot guess but I'm going to say that by the end of 2005 all of them will be done, I hope.

Credits

<p>Information</p> <p>ACIG.org Aerospaceweb.org Army-Technology Chinese Defence Today Designation-Systems F-16.net Federation of American Scientists GlobalSecurity Joe Baugher M.A.T.S. Mandolux Philippe's Aviation Page US Air Force US Department of Defense US Marine Corps US Navy USAF Museum Warships1.com</p> <p>Shapes & Skins</p> <p>CAG Hotshot: Su-30 Centurian: A-10A, Air Vent, B-1B, C-130E/H, CH-47C, Enterprise, F-4EJ, F-7M, Harrier GR7, M39 Rocket, MH-53J/M, MiG-29C/Desert, Mirage F.1EQ, Nimitz, Su-25K, Su-39, Tornado F3, Weapon Changes Dagger: Mi-17 Gadget: Bell 214, Forest M-1975, Forest Scud, FROG-7, No-Dong, UH-1 Goomba: BGM-109, Railroad items, Water Tower Hawk-513: F-5E/F, MiG-29 (desert) Homer: EF-2000, M1, Ticonderoga Class, UN Items Ihabia: J-6 Jimbo: AMX JKPete: F-4D/E, H-5, J-8, MiG-21MF/PF, RF-4E, S-3B, Tu-22 Kaptor: AH-1S, AN-12, AN-124, C-17A, EC-130H, Hospital Ship, KC-130, MH-60K/L, OH-58D, UH-60 NAVY Lib: C-2A Red Bear: AH-64D/DW Rick R: F-14A (Iran), Invincible, MiG-21bis, Su-7/17/20 (desert), Su-24MK, Su-33 Vark & Associated Developers: Kuznetsov Victor Liu: AH-6, F-5A, MH-6, OH-6D Wrench: H-6</p>	<p>Assistance & Special Thanks <i>In alphabetic order</i> 57th Royal Guardians, 77th VTFS Gamblers, 257th Squadron, 369th TFW, B.T. Ace, Bear, Bucksaw_369th, CAG Hotshot, Christina, Crimsun_77th, Dagger_369th, Paul Duplessis, Fivepoint_369th, Gadget, Game Remod v.5 Project Team, Goodjob55, Homer, Iron Eagle, Jeff White, JKPete, Kaptor, Kewell_77th, Manoj, Maverick_369th, Outlaw, Outryder_369th, Panther_257th, Cliff Parrott, Rafale_77th, Red Bear, Stonefish_369th, Tank_77th, Tim Smith, Viper_369th, VNFAWING, AND all those who helped me out along the way with Game Remod and <i>Jane's Fighters Anthology</i></p> <p>Credited Objects</p> <p>listed by group & person All, PT, NT, OT, JT, SEE, ECM files done by Centurian unless otherwise listed</p> <p>Weapon Icons</p> <p>Centurian: AGM-65D/E/F, AGM-88, AIM-9M/M-9, Sea Eagle, SUU-11 Gadget: AGM-45, AGM-62, AGM-130, AGM-142, ALQ-119, ALQ-131, BLU-118, GBU-12/15/24/27/32/35, M260 Homer: AIM-120C JKPete: AGM-65A, AGM-84H, AGM-86, AGM-114, AGM-122, AGM-154, AGM-379, AIM-7E/M, AIM-9J/P/X, AIM-92, AIM-132, Alarm, BGM-71, BL.755, Brimstone, C-801, C-802, CRV-7, E45-75A, FAB-250, FAB-500, FIM-92, GBU-16/28/31/34/36/38/39/67, KAB-500/1500, M117, PL-5, PL-8, Python4, R-24R/T, R-27R/T/RE/TE, RBK-250, Russian AS Missiles, S-24B, S-25L, Skyflash, Storm Shadow, YJ-6/8 Kaptor: Blu-82 P.Mok: AIM-120B, BLU-107 UK LIB: 1000 Litre Tank</p>
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<p>Other</p> <p>369th TFW: 369th Nose & Tail art Cag Hotshot: Op. Enduring Freedom nose art Centurian: 174th NYANG Cobra tail art, Cuba Map, Grim Reaper Nose art, Op. Enduring Freedom nose art, Other map modifications, Pilot face taken from Pearl Jam's "Do the Evolution" music video Frenchfri: Let's Roll Nose Art Homer: GAU-8 smoke idea, Mouse cursor, Smoke effects, Two bird tail art Kaptor: HQ-2 site, SA-2 site, SA-5 site Migslayer: Korean Terrain & Map</p>	<p>Sounds</p> <p>All sounds have come from Jane's IAF, Jane's USAF, Micropose Falcon 4.0, other games, Centurian, and Cold War Fighters LIB Jet Damage from Homer</p> <p>Flight Models</p> <p><i>All done by Centurian unless otherwise noted</i> Dagger: F-4D/E, F-7, Helicopters, J-5, J-6, J-7, MiG-15, MiG-17, MiG-21, RF-4C/EJ Dave (Eagle 114th): Su-35, Su-37 Homer: A-10A Kaptor: A-50, AC-130H/U, C-2, C-5, C-17, C-130, E-2, E-3, E-8, IL-96M, MC-130E, P-3C</p>
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You can also find me lurking the 369th MB (www.369thtfw.com) as I am a member, the Zephyr Net MB (<http://members.lycos.co.uk/zephyr106/phpbb2/index.php>), and VNFAWING (<http://www.vnfawing.com>).

Thank You again for downloading and go nuts!

Centurian

Thanks Dad!



Update Log

Version 1.00

- Game Remod 7 standard introduced (version 7.04)
- First 7 campaigns available in full



