

Welcome to Apocalypse Now Part III !

Now here comes the true story of the Kutu arms market operation. Remade by GenElec*** in 2006. Released as single player mission and Coop – this is the story behind it:

Kutu has been a stronghold for the rebels for a long time. We have decided to go in and sweep out any resistance.

You start at the basecamp where you hop into a vehicle of the convoy that is about to leave. Better go with them as the first hostile encounter will be on the route to Kutu and your decisive action will be needed.

Just at the entrance of Kutu a suicide attacker in a fueltruck has been spotted. Civilians are held as human shields on that truck. Solve the situation without hurting civilians but be precise and do not allow to have our soldiers hurt.



Think twice before you act. Rebels have blocked the road using a fueltruck with civilians on it.

Rebels are believed to hold several hostages in that area. One is a downed british harrier pilot.

He is beeing used as a human shield against bombardment of our airforce. Find him and free him ! But be careful - as soon as the rebels get the fact that we have located him, they may blow up the building where he is held. He has a small range emergency radio hidden with him. As soon as we get near enough to this building, we will be able to communicate with him



This mission went terribly wrong. The pilot is dead, the building has been blown ... no medals for that operation soldier !

Another task is the rebel commander who has been seen in Kutu as well. You must find him and eliminate him without hurting the members of the civilian government who he holds captive and who surround him.

In order to have fast access to the zone we will send cruise missiles to a spot that seems to be ideal for our choppers as landing zone. You will have to secure that zone against rebel attacks as well.

That operation will be called “Yankee”. Once you hear the code, stay out of the temple area in the center of Kutu !

Intel reports on another building that is protected by miniguns and a tank. We cannot take that stronghold out without major damage to surrounding people, buildings and maybe our own troops. So it will be your job, to blow up the ammunition depot just at the southern part of that building. Use mortar to blow up the depot and the building will be destroyed as well.



Try to land your mortar into the ammodepot for the tank at command post 2.



If you succeed, the second command post will be blown up and the enemy will no longer use this building as tunnel exit

Once you have captured the Kutu arms market, defend it against the attacking forces of the rebel army. Locate the rebel commander's hiding spot. Use a sniper team to take out the guards that surround him. Once you did that, eliminate the rebel commander before he gets away with some of the hostages around him. Do not hurt any non-combatants, since the hostages are international high ranking diplomats and we were only allowed by the international community to conduct this

There is a SP Player Mission called "Kutu Arms Reloaded" it corresponds with this Coop Mission. Apocalypse Now I and II are undergoing updates. Come back in a few weeks for the updated first parts ! I will come by and have a look at Novaworld. If there is some complain about the map just let me know ! General Electric***

mission if we spare civilian lives and bring back all of the hostages alive.

Notes:

Respawners

We all hate BGs who respawn just in front of you. To solve this thing in this map the BG have set up a tunnel system under the city of Kutu. This tunnelsystem connects the buildings they use as strongholds. Once the building is destroyed they will no longer spawn from there. Respawning is also limited. So if you bring a lot of time or you just want to practice you can leave the buildings intact. Otherwise try to destroy the guarding tanks and if the situation is hopeless the rebels will blow up their buildings by themselves.

Just take care that no hostage or important infomaterial is lost.

Map

All major objects are marked on your map. Known hostile inhabited buildings will be red, JO buildings will appear in blue color. Still there may be more buildings or objects used by the enemy than what appears on the map.

In the Coop version friendly fire will make the mission a bigger task and make you watch out if some guy is firing his weapon right behind you.

Win/Loose Conditions

To win you must free all 10 british pilots who are held as hostages in the town.

Secondly you must eliminate the rebel commander with a sniper operation. You loose if the gametime is up or you kill the hostages that surround the rebel commander or just wound him and he manages to escape.