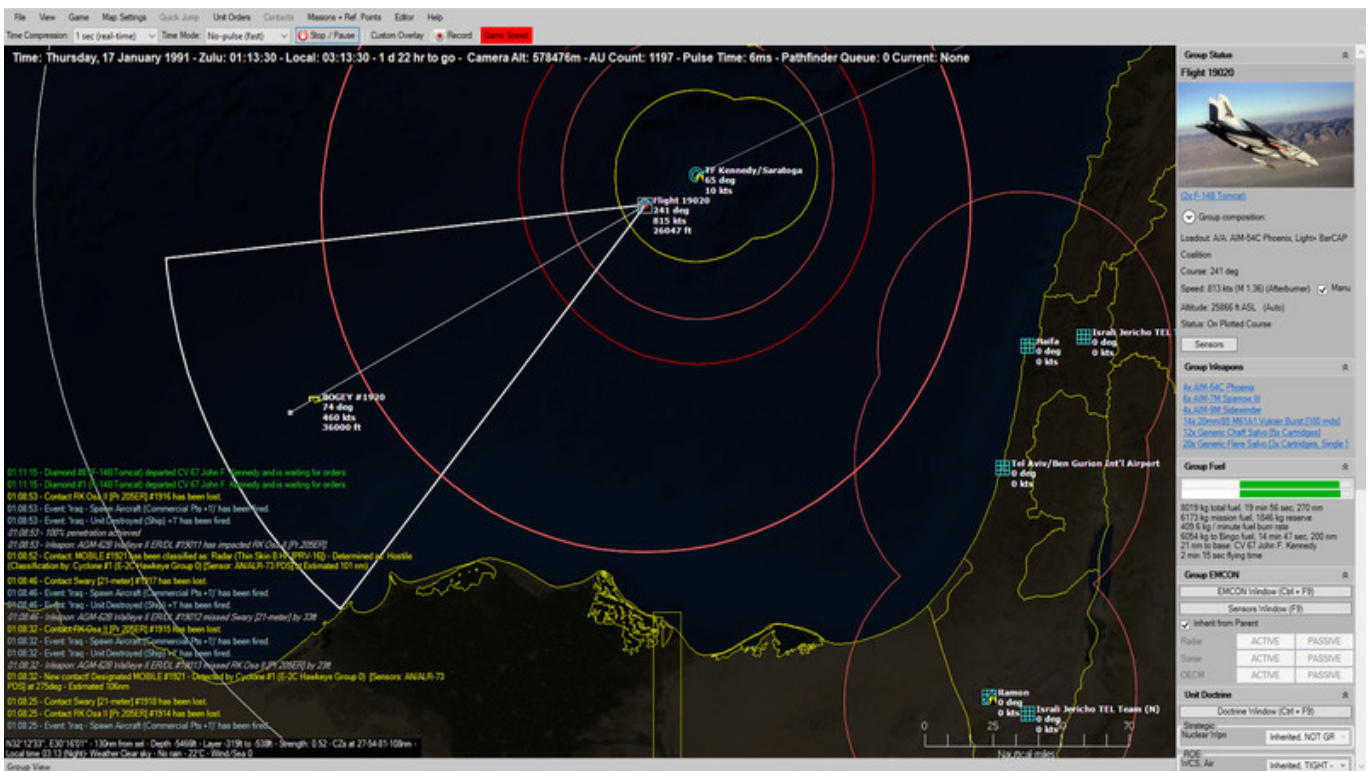


Command: Desert Storm Full Crack [portable]



Download -->-->--> <http://bit.ly/2SWgqe5>

About This Game

"It doesn't take a hero to order men into battle. It takes a hero to be one of those men who goes into battle."

-Norman Schwarzkopf

On August 2, 1990, Iraq's ground forces invaded and occupied Kuwait. 40% of the world's oil production, and the developed world's economy, was placed in imminent threat by Iraqi leader Saddam Hussein. In response, the United States promptly assembled an international coalition to attack and expel Iraqi forces out of Kuwait, and to eliminate Hussein's capability to repeat such an act in the future. What followed would forever transform the face of war.

Desert Storm was the first truly high-tech war. It was the first conflict watched live by millions across the world, 24/7. It was the first time that air power decisively defeated ground forces on its own. It featured a logistics build-up that exceeded WW2's D-Day. For the first time an entire nation's command and control apparatus was abruptly and effectively removed at the very start of a conflict; and the first time that stealth, standoff and precision-guided weapons were used on a mass scale. For students of military technology and art, this was effectively the first war of the 21st century.

Relive the pivotal events of the conflict that sealed the Cold War and radically changed the Middle East geopolitical landscape: The massive coalition build-up following the Iraqi invasion; The first night over Baghdad on January 17, 1991; the "do or die" strike that stopped Iraq's chemical retaliation in the nick of time; the frustrating "Scud hunts" all over the Iraqi desert; coalition attacks on Iraq's airfields; the annihilation of the Iraqi navy at Bubiyan, the "highway of death" during the Iraqi retreat from Kuwait, and much more. Additionally, step into the unknown as you probe the great unanswered questions of the conflict: What

if Iraq had pre-empted the coalition build-up and rolled right into S.Arabia? What if Israel had retaliated for the Scud attacks against it? What if Iran or even the Soviet Union had intervened against the coalition?

“Command - Desert Storm” is a new DLC/Standalone release for Command: Modern Air/Naval Operations, the premier game of air, naval & strategic warfare and the choice of serious hobbyists and defence professionals alike. Fourteen historical & hypothetical campaign scenarios plus a bonus contemporary standalone scenario cover the major actions that marked the conflict, allowing you to explore the events that happened - and the ones that could easily have.

List of Scenarios:

- Invasion
- Iraq Rolls South
- First Night
- The Gates of Hell
- Scud Hunt
- Reviving a Giant
- Israel Stands Up
- BUFFed Up
- Alliances
- Reprisals
- Extreme Prejudice
- Bubiyan
- Shooting Gallery
- Liberation
- Israeli Counter punch

Features

- A standalone expansion for Command: Modern Air/Naval Operations, 2013's Wargame of the Year: play as a single, separate game, or add it to your collection of scenarios for CMANO.
-
- 14 campaign scenarios plus a modern-day Israel-vs-Iran scenario written by Wayne Stiles Retired USAF veteran and CMANO community star.
-

-
- Using CMANO's acclaimed continuous real-time simulation engine with new wrinkles in the realm of air & naval warfare.
 -
 - The complete arsenal of modern warfare at your disposal: Stealth fighters, cruise missiles, tactical air & attack fighters, strike bombers, close support aircraft, heavy bombers, surface ships & submarines and even hypothetical platforms like the navalized F-117X, the A-12 Avenger II stealth naval bomber and the radically modernized Iowa-class battleship as BBG-1.
 -
 - Bonus 2019 standalone scenario: Israel attacks Iran's nuclear forces.

Title: Command: Desert Storm
Genre: Simulation, Strategy
Developer:
WarfareSims
Publisher:
Slitherine Ltd.
Release Date: 28 Mar, 2019

a09c17d780

English

File View Game Map Settings Quick Jump Unit Orders Contacts Missions + Ref. Points Editor Help

Time Compression: 1 sec (real-time) Time Mode: No-pulse (fast) Stop / Pause Custom Overlay Record **Game Status**

Time: Saturday, 19 January 1991 - Zulu: 01:28:59 - Local: 04:28:59 - 1 d 10 hr to go - Camera Alt: 137834m - AU Count: 1095 - Pulse Time: 9ms - Pathfinder Queue: 0 Current: None

Group Status
Flight 19950
 (2) A-4E Intruder
 Group Composition:
 Loadout: AGM-45B Shrike, CBU-55B APAM
 Coalition:
 Course: 357 deg
 Speed: 415 kts (M 0.71) (Cruise) (Auto)
 Altitude: 30819 ft AGL (Auto)
 Status: On Plotted Course
 Sensors:
 Group Weapons:
 4x AGM-45B Shrike (AIM-96)
 4x CBU-55B APAM (717 x 800-778) Dual-Pulse
 12x Genesis Chief Salvo (3x Cartridges)
 20x Genesis Chief Salvo (3x Cartridges, Simple)
 Group Fuel:
 7021 kg total fuel, 4 hr 4 min, 1568 km
 8204 kg reserve fuel, 1327 kg reserve
 30.4 kg / minute fuel burn rate
 4956 kg to engage fuel, 1 hr 28 min, 429 km
 185 km to base, CVN 71 Theodore Roosevelt
 27 min 1 sec flying time
 Group EMCON:
 EMCON Inhibit (Cat + F):
 Sensors Inhibit (F):
 Inhibit from Parent
 Radar: ACTIVE PASSIVE
 Sonar: ACTIVE PASSIVE
 OECM: ACTIVE PASSIVE
 Unit Decisions:
 Decisions Inhibit (Cat + F):
 Designate:
 Nuclear Trip: Inherited, NOT GR
 RCE:
 WCS, Air: Inherited, TIGHT
 WCS, Surface: Inherited, TIGHT
 WCS, Sub-surface: Inherited, TIGHT
 WCS, Land: Inherited, TIGHT
 Ignore Plotted Course: Inherited, Yes
 Engage Ambiguous: Inherited, Optimist
 Engage Opportunities: Inherited, No Lang
 EMCON:
 Ignore Under Attack: Inherited, Yes

01:28:47 - Weapon SA-2 Guideline Mod (JS-7942) (V-708 #1990) is attacking AGM-45B Shrike (JS798 #19957) with a base PFI of 30%. Intercept angle is 152 deg - Alt probability adjusted to 34%. Target speed modifier: -10%. Target signature modifier: -15%. Final PFI 2%. Result: 03 - MISS

01:28:49 - Contact SAM #1997 has been lost

01:28:48 - Contact SAM #1997 has been lost

01:28:48 - Weapon SA-2 Guideline Mod (JS-7942) (V-708 #1990) is attacking AGM-45B Shrike (JS798 #19957) with a base PFI of 30%. Intercept angle is 152 deg - Alt probability adjusted to 32%. Target speed modifier: -10%. Target signature modifier: -15%. Final PFI 2%. Result: 03 - MISS

01:28:41 - New contact Designated FXSD #1994 - Detected by Hawk #1 (F-16) (Sensor: AN/APG-68) (Status: 03 - Inhibited) (Time: No Contact) (Alt: 0)

01:28:36 - Contact SAM #1996 has been lost

01:28:31 - Event 'Collision - Unit Lost' (Scenario) (Coalition: 0) Ph & Mug has been lost

01:28:31 - Contact SAM #1995 has been lost

01:28:21 - Weapon SA-2 Guideline Mod (JS-7942) (V-708 #1990) is attacking Rock #1 (A-4E Intruder) with a base PFI of 30%. PFI adjusted for distance: 21%. Rock #1 has nominal agility: 2.5, adjusted for altitude: 0.4. Agility adjusted for performance: 0.2. Altitude has a weight factor of 0.21. Agility adjusted for nominal impact effect: 0.2. Final agility modifier: -2%. Final PFI 25%. Result: 03 - MISS

01:28:21 - Defense jammer (ANALG-1254, Tech: Late 1970s) on Rock #1 is attempting to spoof sensor: SARV Seeker Tech: Early 1970s (JS-7942) (V-708 #1990). Final probability: 15%. Result: 74 - FAILURE

01:28:21 - Decay (Genesis Chief Salvo (3x Cartridges), Tech: Early from Rock #1 is attempting to induce sensor: SARV Seeker Tech: Early 1970s (JS-7942) (V-708 #1990). Final probability: 30%. Result: 56 - FAILURE

01:28:20 - Contact Commercial #1992 has been lost

01:28:14 - New contact Designated FXSD #1994 - Detected by Hawk #1 (F-16) (Sensor: AN/APG-68) (Status: 03 - Inhibited) (Time: No Contact) (Alt: 0)

01:28:10 - New contact Designated FXSD #1994 - Detected by Hawk #1 (F-16) (Sensor: AN/APG-68) (Status: 03 - Inhibited) (Time: No Contact) (Alt: 0)

01:28:08 - New contact Designated FXSD #1994 - Detected by Hawk #1 (F-16) (Sensor: AN/APG-68) (Status: 03 - Inhibited) (Time: No Contact) (Alt: 0)

01:27:48 - New aircraft Designated FXSD #1994 - Detected by Hawk #1 (F-16) (Sensor: AN/APG-68) (Status: 03 - Inhibited) (Time: No Contact) (Alt: 0)

N29 53.29° E 42 07.40° S 3.0km from sea - Depth: 438 - Layer: 208 to 338 - Strength: 0.53 - No C2s - Local time: 04:28:59Z - Weather: Light low clouds 5 - 8 ft - No rain - 12°C - Wind: Zero

Group View

File View Game Map Settings Quick Jump Unit Orders Contacts Missions + Ref. Points Editor Help

Time Compression: 1 sec (real-time) Time Mode: No-pulse (fast) Stop / Pause Custom Overlay Record **Game Status**

Time: Saturday, 19 January 1991 - Zulu: 01:34:22 - Local: 04:34:22 - 1 d 10 hr to go - Camera Alt: 145207m - AU Count: 1092 - Pulse Time: 6ms - Pathfinder Queue: 0 Current: None

Contact Status
Mechanized Infantry #2006
 Unknown class
 Contact Report...
 Side: Unknown
 Course: 0 deg
 Speed: 3000
 Damage: BDA, No damage
 Fee

Last Detections

- Detected by ANAAS-33 T5AM on Rock #2 0 sec ago - Range: 2.4km
- Detected by ANAAS-33 T5AM on Rock #2 1 sec ago - Range: 2.4km
- Detected by ANAAS-33 T5AM on Rock #2 2 sec ago - Range: 2.4km
- Detected by ANAAS-33 T5AM on Rock #2 3 sec ago - Range: 2.4km
- Detected by ANAAS-33 T5AM on Rock #2 4 sec ago - Range: 2.3km
- Detected by ANAAS-33 T5AM on Rock #2 5 sec ago - Range: 2.4km
- Detected by ANAAS-33 T5AM on Rock #2 6 sec ago - Range: 2.4km
- Detected by ANAAS-33 T5AM on Rock #2 7 sec ago - Range: 2.4km
- Detected by ANAAS-33 T5AM on Rock #2 8 sec ago - Range: 2.5km
- Detected by ANAAS-33 T5AM on Rock #2 9 sec ago - Range: 2.5km
- Detected by ANAAS-33 T5AM on Rock #2 10 sec ago - Range: 2.5km
- Detected by ANAAS-33 T5AM on Rock #2 11 sec ago - Range: 2.6km
- Detected by ANAAS-33 T5AM on Rock #2 12 sec ago - Range: 2.6km

0 6 13 19
km of miles

Group View

01:34:03 - Contact MOBILE #2000 has been type-classified as Mechanized Infantry (Classification by: Rock #2 [Sensor ANAAS-33 T5AM] at 3.1 km)

01:34:02 - New contact Designated MOBILE #2006 - Detected by Rock #2 (A-6E Intruder) [Sensors: ANAAS-33 T5AM] at 245deg - 2.5 km

01:33:54 - New contact Designated MOBILE #2005 - Detected by Rock #2 (A-6E Intruder) [Sensors: ANAAS-33 T5AM] at 245deg - 2.5 km

01:33:53 - New contact Designated MOBILE #2004 - Detected by Rock #2 (A-6E Intruder) [Sensors: ANAAS-33 T5AM] at 245deg - 2.5 km

01:33:50 - New contact Designated MOBILE #2003 - Detected by Rock #2 (A-6E Intruder) [Sensors: ANAAS-33 T5AM] at 245deg - 2.5 km

01:33:25 - New contact Designated MOBILE #2002 - Detected by Rock #2 (A-6E Intruder) [Sensors: ANAAS-33 T5AM] at 245deg - 2.5 km

01:32:37 - New contact Designated MOBILE #2001 - Detected by Rock #2 (A-6E Intruder) [Sensors: ANAAS-33 T5AM] at 245deg - 2.5 km

01:31:54 - Contact SAM By (SA-2 Guideline JS-70M Walker) has been lost

01:31:54 - Event 'Inc' - Unit Lost SAM/Flare Ph (Coalition -?) Ph & Map has been fired

01:31:52 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 518

01:31:52 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 508

01:31:52 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 508

01:31:52 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 518

01:31:52 - Rock #2 (A-6E Intruder) is dropping SAM By (SA-2 Guideline JS-70M Walker) from its target list. Reason: The target is not sub-targeted, and no sub-targeting assignments or assignments against it exist.

01:31:52 - Rock #2 (A-6E Intruder) is dropping SAM By (SA-2 Guideline JS-70M Walker) from its target list. Reason: The target is not sub-targeted, and no sub-targeting assignments or assignments against it exist.

01:31:38 - Contact SAM #2000 has been lost

01:31:05 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 518

01:31:05 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 508

01:31:05 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 518

01:31:05 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 508

01:31:05 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 518

01:31:05 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 508

01:31:05 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 518

01:31:05 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 508

01:31:05 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 518

01:31:05 - Intruder CBU-59B APAM (717 x BLU-77B Dual Purpose Bomblets) airburst off SA-7a Grad (PK32 Stele-2) MANPADS of SAM By (SA-2 Guideline JS-70M Walker) by 508

File View Game Map Settings Quick Jump Unit Orders Contacts Missions + Ref. Points Editor Help

Time Compression: 1 sec (real-time) | Time Mode: No-pulse (Fast) | Stop / Pause | Custom Overlay | Record | **Close Screen**

Time: Thursday, 17 January 1991 - Zulu: 01:20:03 - Local: 04:20:03 - 1 d 22 hr to go - Camera Alt: 240750m - AU Count: 1199 - Pulse Time: 6ms - Pathfinder Queue: 0 Current: None

Group Status - Flight 19002

Group composition:
 Loadout: AIM-54C Phoenix, Light-BarCAP
 Condition:
 Course: 14 deg
 Speed: 338 kts (M 0.55) | Manual
 Altitude: 36000 ft ASL (Auto)
 Status: Engaged Offensive
 Sensors

Group Weapons

- 3x AIM-54C Phoenix
- 2x AIM-7M Sparrow II
- 4x AIM-9M Sidewinder
- 14x AIM-54C Phoenix
- 12x AIM-9M Sidewinder
- 20x AIM-9M Sidewinder

Group Fuel

9056 kg total fuel, 3 hr 2 min 1032 min
 3750 kg mission fuel, 1386 kg reserve
 30.3 kg missile fuel burn rate
 1300 kg to bingo fuel, 1 hr 4 min, 361 min
 316 km to base, CV 61 Ranger
 1 hr 18 min bingo time

Group ECM

EMCON Window (Cat = F)

Inherit from Parent	ACTIVE	PASSIVE
Passive	ACTIVE	PASSIVE
Sensor	ACTIVE	PASSIVE
ECM	ACTIVE	PASSIVE

Unit Doctrine
 Doctrine Window (Cat = F)

Strategic	Inherited	NOT GR
Nuclear-ripe	Inherited	NOT GR

ECM: Inherited, TIGHT

A very complex "micromanagement" tactical wargame.

So many features and technical detail that you really will not get anywhere without playing through the ingame text tutorials first.

I think it is an interesting game, but unfortunately had to give up playing after 3 hours due to the constant LAG that I experience every 1-2 seconds when the game updates and moves units... the micro lag/stuttering is incredibly annoying and it's okay for a while, but looking at it for hours playing the game just becomes so annoying that I have asked for a refund that I probably will not get since I played 3 hours.

Even with 1 unit on the map the game lags. (Yes I did try the two different time modes and real time).. I honestly don't understand how the game can lag with just 1 2D map icon.. it's not like it's a super hardcore simulator with tons of graphics.. While I am playing through these scenarios in their entirety (big time sink) I would not recommend this purchase to anyone other than a die-hard command user for the following reasons:

- *Scenarios end before they are complete - often scoring you as "minor victory" while you still have a/c inbound to objectives.

- *You have to re-create your missions (30-60 mins) each time a scenario begins.

- *The popup dialog system used to create a story line is often interrupted by the simulation's own popups, and if you close the wrong one first (easy to do) then you lose the entire story and what you are supposed to be doing.

- *No ability to go back and review what current objectives are (take a picture of the story line popup is my best method)

- *The continued reliance on 'single unit airfields' may promote faster simulation but it removes the player's ability to disable aircraft or airfields via attack.

- *The scenarios are not congruent in that you control Coalition forces on day 1 and Israel the next (but earlier in the timeline) and then into a hypothetical scenario with fake battleships before returning to the actual war all the while watching Kuwait jump between Iraqi and Coalition control.

- *No fly zones created over Iraq + Kuwait at times when your orders are to fly into them. Units dumb enough to attempt to fly through the developer placed NFZ trying to beeline to a tanker will bounce off the edges of the NFZ until they run out of gas and die.

I think this product would be much more enjoyable if it was simply one scenario with a proper story line and objectives which evolve as a true campaign plays out. Dynamic campaigns have been around in other milsims for decades, yet here your actions from one scenario to the next are not taken into account in any way.

Every scenario in CMANO is setup to be just a few days or shorter. Can the engine not handle a 6 month scenario?

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