

THE NEW MISSIONS



GUNSHIP

Tertiary Objectives

Introduction

This unofficial expansion to Gunship for the C64 has been designed to add tertiary missions to the existing primary and secondary objectives. You could however replace either the Primary or Secondary objective with a tertiary objective, but bear in mind your overall score will always be higher if the main objectives from the game are completed. NOTE: There may be times where the target is no longer to be found in that location, so make sure you destroy any enemies on route for extra points.

How to use:

Mission type:

First, look at your mission flight time from your briefing, the hour number from this time will determine which of the mission targets you will be given from the list below. For example, if your flight time is 23:00, then you will do the "Enemy Tanks" mission. If it is 10:00 then you would do the SAMS mission.

Determining the Mission location (X,X):

Day Time – If it is a day mission (as per the briefing), then take the first coordinate of the primary objective and the first coordinate of the secondary objective. This will determine the X,X location of the enemy for that mission. For example, if your primary objective is **04-06** and secondary is **08-03**, then your tertiary objective location is **04-08**.

Night Time – If it is a night mission, then take the second coordinate of the primary objective and the second coordinate of the secondary objective to determine the X,Y location. For example, if your primary mission is **04-06** and secondary is **08-03**, then your tertiary objective location is **06-03**.

Missions:

1 / 8 / 15 / 22 – Destroy Enemy tanks

Enemy infantry have been hit hard in region (X,Y) and have requested support from tanks which are now transferring to the area. Circle the location while scouting for tanks and clear the area of any additional threats.

2 / 9 / 16 / 23 – Eliminate AA Guns from the Area

A placement of AA Guns have been spotted in area (X,Y) to hold off fire while awaiting air support. Take out any guns seen in the area to weaken their position.

3 / 10 / 17 – Seek and Destroy SAMS

Recent Intelligence have reported an activity of SAMs being transported to region (X,Y) to protect a base located to the North. Any SAMS around this location must be destroyed on sight.

11 - Intercept Hind

An enemy Hind has been spotted around region (X,Y) and is on a direct flight path to the allies' headquarters. You will need to fly within a broad area to locate the Hind, and it must be shot down at all costs. If it cannot be found within a reasonable time, head back to base and pray it hasn't already reached its destination.

5 / 12 - Destroy Enemy Infantry

Enemy infantry have been spotted marching through region (X,Y) to provide backup to Bunkers in a neighbouring area. Approach from the North/East of this region and shoot any infantry spotted along with supporting vehicles.

18 / 19 - Support Allied Troops

Allied troops are trapped in region (X,Y), and cannot move until the area has been secured. Scout the region and clear the immediate area of all ground armaments.

6 / 13 – Search and Destroy Bunkers

Reports of allied forces being attacked by surprise gun fire in region (X,Y) have raised suspicions of hidden bunkers in this location. Fly to the area and destroy any bunkers found. If none are present, be on the lookout for any other ground support which should be destroyed.

20 / 12 – Intercept BMPs / BTRS Convoy

A convoy of BMPs & BTRs have been patrolling area (X,Y). It is likely they are on route to support enemy tanks that have been spotted to the East. Intercept these vehicles and destroy any seen in this location before they make their rendezvous. If have they already dispersed by the time you arrive, make sure it isn't a wasted journey by disposing of any enemies spotted in the vicinity.

7 / 14 / 21 – Hidden Base / HQ / Depot

There has been a surge of activity around the region (X,Y), which suggests the possibility of a new base or depot in the area. Do a survey of this location to see if this can be confirmed. Destroy any building which fits this description such as a depot, headquarters, helicopter base or outpost. If it is a false alarm, be prepared to clear the area of any other activity.