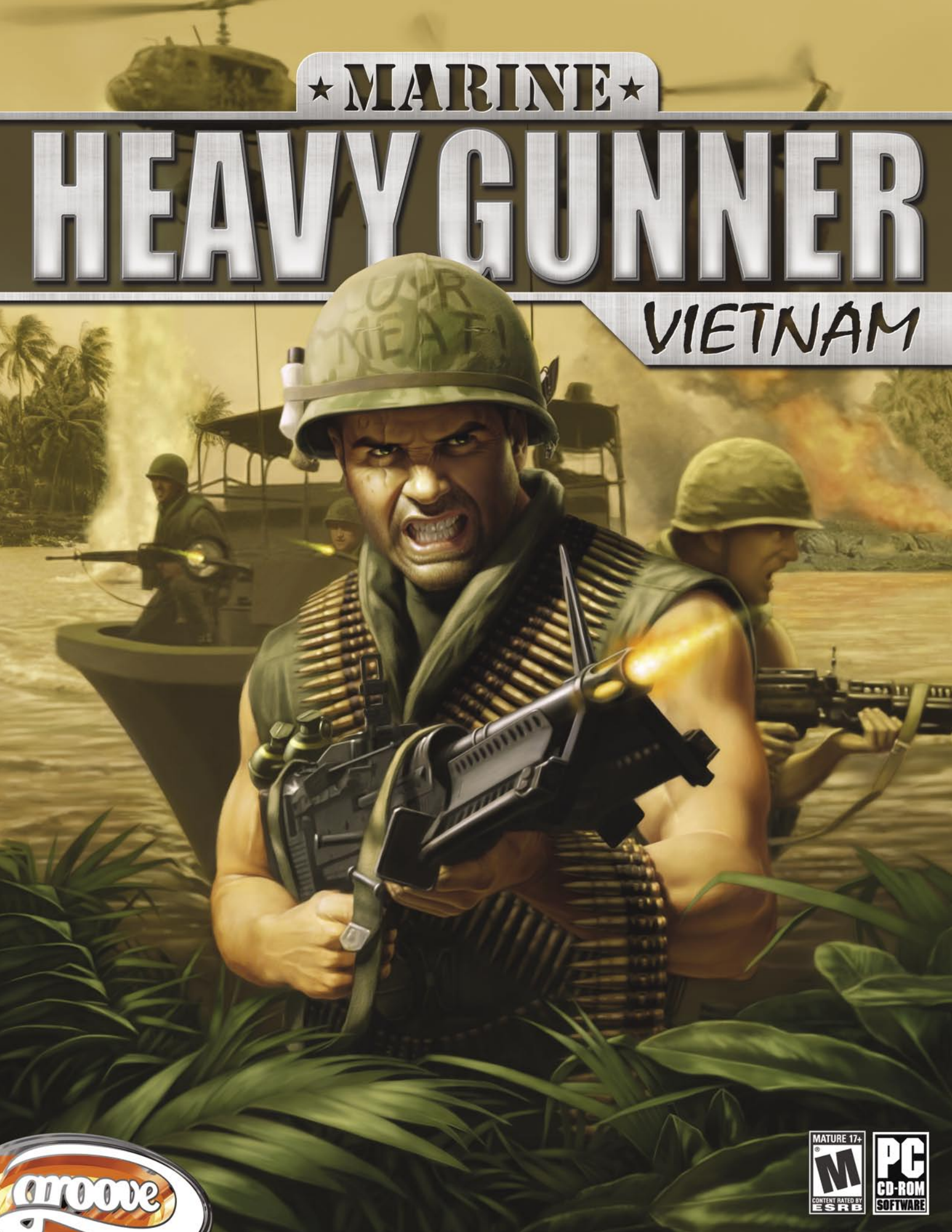


★ MARINE ★

HEAVY GUNNER

VIETNAM





Marine Heavy Gunner: Vietnam

General Tips

- Always use your radar to determine where enemies are coming from. This is especially useful when waves of enemies are coming while you are mounted.
- Don't delay mounting up; you must reach the mount point before the timer at the bottom of the screen runs out.
- Aiming for the head will kill enemies faster and save you ammo.
- Holding right mouse button will activate the "aimed" mode, which is ideal for sniping enemies from a distance.
- Crouch down and stay still for the best possible aim.
- If you need health or ammo, remember to visit medic Locke or ammo feeder Sanchez. They both continuously replenish their supplies, so keep coming back for more if you need it.

Level 1a

The first level takes place from a mount inside of a helicopter. The gun has unlimited ammo so don't be shy in taking out anything that moves. Try to shoot barrels which will explode and in turn take out multiple enemies.

After flying over different villages the pilot lands in a small area that you need to traverse on foot. Your goal is to run to the back of this area and retrieve some fuel. Follow the star with the yellow circle around it located on your compass; this yellow star will always lead you to the next objective (in this case, the fuel tank). There are a handful of enemies around so be careful. Move from hut to hut and take them out one at a time using the M16. Once you reach the flashing yellow fuel tank, press the action key. Your objectives will be updated, and now it's time to get back to the helicopter. There is a med pack on top of some crates near the helicopter, grab the med pack by using the action key and get back into the helicopter. This will put you back in the mounted gun which you will use to take out more enemies as you fly to the end of the level.

Level 1b

The level begins with the squad near the downed helicopter. The sergeant will start by telling you to go see the medic Locke. Stand beside Locke and press the action key when facing him to heal yourself. Note that you are able to do this throughout the game.

Once you are healed, follow the compass to the objective and pick up the M60 weapon by pressing the action key while looking at it. Once you have the heavy gun, return to the squad and stand beside Sanchez. Press the action key while facing Sanchez to refill your ammo.

Shortly after refilling your ammo, the sergeant will tell you to mount your gun on the big log. Follow the objective on your compass to the log which is glowing yellow and press the action key to mount your gun. Be sure to accomplish this before the mount timer at the bottom of the screen runs out! While your heavy gun is mounted you have infinite ammo, so don't worry about running out while hammering the waves of enemies. Once you've killed enough enemies, you will automatically pop off the mount. The sergeant now tells the squad to fall back to the church. Follow the squad and take out a small group of enemies along the way. Once you reach the church you will be asked to mount your heavy weapon on the side, keep taking out enemies until the level ends.

Level 2

The level begins with the squad deep in the jungle. Follow your squad mates along the path. The first enemies you will encounter are at the top of a slope behind some boulders; take out all three and proceed up the hill. Along the way there are several small groups of enemies, take them out by moving boulder to boulder and advancing slowly.

The path opens up and there are four mounted positions, one right after the other. Conserve your ammo and make effective use of the mounts. After the fourth mount, follow the squad along the path where you encounter some more boulder to boulder fighting. There is another mount for some enemies jumping out from the rocks.

After taking out all the enemies a cinematic will show one of your squad mates get sniped while making a run for it. It is your job to take out the sniper. Follow the path to the objective on your compass, taking out groups of enemies along the way. When you reach the last objective along the path there is an enemy overlooking the cliff, kill him and pick up the med pack near his position. Make your way back down the path to the squad; there are firefights along the way so be careful. Once you reach the squad, see the medic and ammo feeder to fill up and follow the rest of the squad down a new path that leads to a bridge.



When you reach the bridge a mount will appear; take out all the enemies and proceed across. Once you cross the bridge there is another mount looking into the jungle. Deal with enemies until you are popped off the mount and follow the squad down a path to a cave behind the waterfall. Press "F" to use your flashlight and pistol to take out two enemies creeping around in the cave. Once you reach the end of the cave a brief cinematic will be displayed. Move from hut to hut through the village taking out enemies and disarming booby traps. There are four glowing yellow traps scattered throughout the huts, move beside them and press the action key to deactivate them. Once you've disarmed all four traps, return to the sergeant. You will then be instructed to mount up on a wall.

Once the mount is finished, follow the squad and go hut to hut clearing out the enemies in each of the spider holes located in the huts. The fourth and last spider hole is a long one, so make sure you've got full health and ammunition before going down. Follow the rightmost path which leads to a ladder. Going up the ladder leads to a small, remote section of village. Look out for two enemies in the watchtowers; carefully take out these two guards before confronting the remaining enemies. When the coast is clear, take the blueprints located on your compass as the objective. Now go back down the spider hole and stick to the left. Climb the ladder and rejoin the squad. Follow the squad through some rice fields. Enemies will be coming at you from both sides, so keep shooting and moving. Once you make it through the fields you have finished the level.

Level 3

The level begins at the base of the hill. You must make your way up to the bunker while killing enemies along the way. If you are injured or need ammo, visit the medic or ammo feeder right away. Follow the squad through the trenches and keep low to avoid enemy fire. After meeting up with another squad, you reach some bunkers where you'll mount your heavy gun a couple of times. Aim for the windows and take out anyone who manages to make it out of the bunker. Once they are cleared, move into the bunkers and take out any remaining resistance. You will now receive your second objective, which is to secure the 2nd station.

Follow the squad through the bunker until you are outside again. Fight your way up the path which leads to a broken wall where you will mount your heavy gun. Take out all enemies coming out of the bunkers while watching for enemies on top of the cliff. Once they're all dead, run into the bunkers and use your radar to clear the last of the enemies. Consider using your flashlight and pistol in the bunker, as it is very dark. Once out of the bunker keep moving up the hill, taking out enemies as you go.

You will soon reach another bunker with D company inside. Once you've taken out all the enemies in the area, D company will tell you that Sergeant Duke is up on the hill. Before moving on to the next station, you must help D company hold their position. Use the mount position to mow down enemies as they charge the bunker. When this mount is finished you must move up to another bunker where you will mount your gun facing another large bunker complex. Take out all enemies and advance into this bunker. Use your flashlight and pistol to take out the enemies on the first and second floors.

Move to the back of the bunker on the east side to reach the 4th station. Use your flashlight to take out enemies inside a tunnel which leads to another mount position on some sandbags. After the mount, follow the squad into the station.

As soon as you meet up with sergeant Duke, you will have to take out the mortars that are pounding the base. Go down the tunnels and take out enemies along the way until you reach the glowing mortar, which is outside overlooking a cliff. Disarm the mortar by facing it and pressing the action key. Make your way back through the tunnels and rejoin the squad. You now must make one last push up the cliff to reach the last bunker. Move from boulder to boulder, taking out enemies who come down at you. There are a bunch of enemies holed up inside the bunker; go in guns blazing and take them all out. Once all enemies are dead, the level is over.

Level 4

Your goal in this level is to secure the underground bunker complex. Make your way down the stairs and kill a handful of enemies. There is a path leading downwards to where the first objective can be found. Follow the objective located on your compass to reach a room with the glowing yellow radio. Walk up to the radio and press the action key to destroy it.

Make your way back to the room where the way back up is located; in the same area is a path leading down to the 3rd level. Take this path down and follow the objective on your compass through the maze of rooms until you reach another radio. Destroy the radio and make your way back to the path that leads back to the 2nd level. Take the other path down to the 4th level of the complex.



Once you reach the 4th level, go down the hall to your right which leads to some tunnels that loop around to the objective. Once you reach the objective pick it up and go back the way you came. Follow your compass to another objective located on the 4th level and grab a glowing crate of explosives. Now make your way back up the stairs. Use the objective located on your compass to find your way back to the stairs. On the way up the stairs, plant explosives at the glowing spots located on the ramps. Do this for each path on the way back up to the squad. The level ends as soon as you reach the squad.

Level 5

The level begins with the squad waking up to a sneak attack at night. You are immediately ordered to mount up. Jump on the mount and take out all enemies approaching the bunker. There are three mounts in a row. Once you are popped off the third mount, the sergeant directs you to run outside the bunker to turn on the flood lights.

Make your way down the stairs and follow the objective on your compass to reach the light switch. Be slow and watch out for enemies hiding behind walls as you go. Once you've hit the switch, run back to the bunker and get to the sergeant. You must now mount up again as more enemies begin charging the bunker. Once popped off, you must leave the bunker and take out the RPG that is hammering your position. Fight your way to the tower and kill the enemy with the RPG on the second floor of the tower. Once dead, grab the med pack near his carcass and run back to the sergeant.

On your way back from the tower the flood lights are knocked out by enemy forces. The sergeant will order you to locate some flares. Go down to the basement of your bunker and find some flares in a glowing crate in a room full of guns. Pick up the crate and get back upstairs. Once returned, the sergeant uses the flares to light up the area around the bunker. Mount up again and fend off the enemy advance. After you've killed enough enemies, the sergeant will command you to plant some traps outside. Leave the bunker and search the trenches to plant 11 mines in the locations marked by glowing yellow mines. Once you've planted all 11, run back to the sergeant in the bunker and hop on the mount to hold off the last enemy push until the air strike arrives. A timer will appear at the top of the screen indicating how much time remains until the air strike. Keep holding your position and let the napalm drop take care of remaining enemies. Thus ends the level.

Level 6

In this level, you and the squad must make your way up the river to the temple gates. Be prepared because you will immediately engage the enemy. Small groups of them are spread out all along the river path. Make sure to use boulders and trees as cover. Further down the river there is a mount on a small boulder in the middle of the stream. Use the mount to take out enemies approaching from the top of the waterfall and to your right on a small hill behind a log. Finish the mount and proceed up the path to the right of the waterfall and continue following the stream.

There is another stretch of fighting boulder to boulder, remember to use cover on the sides of the river to your advantage. You will come up to another mount similar to the last one except that the waterfall is larger. Make sure to clear the enemies from the waterfall on the left and the log on the right. When the mount is done, move up the path to the right which leads to the top of the waterfall. The path leads upwards to another mount on a log. Take out all the enemies and follow the river to the left. Fight your way down the rest of the river until you reach the objective on your compass. This is the end of the level.

Level 6b

In this level you and the squad must make your way to claw rock. Go through the temple gates and immediately mount your heavy gun on the glowing rock. When it's clear, proceed towards the objective located on your compass. Take cover in the rocks to the right hand side of the temple entrance and prepare to take out quite a few enemies. After killing enough enemies the sergeant tells you to "move out!". Follow the squad through the temple until reaching the checkpoint on the other side.

Once reached, the sergeant orders you to go back and save Holt. Go back through the temple, taking out enemies along the way. Holt is located on your compass as the objective. Once reached, Holt thanks you and makes a run back to the squad. Follow him back, keeping an eye open for remaining enemies.

Continue following the squad down the dirt path until you reach a fork in the road, just after a small crest. Take out enemies coming down each road until the squad starts to move. You will come across another fork in the road shortly, clear the enemies and proceed. As you pass a large hill a bunch of enemies shoot at you from up top. Take them out as you follow the path around the hill to the right. This path leads to a mountable log in the middle of a small swamp. After the mount, follow the squad down the path to the right side which winds around some hills until you reach the downed helicopter. Watch out for enemies on top of the hills.



Follow the squad to another fork in the road. Take either road; they both end up at the same destination. Continue following the squad until they stop just before reaching the crest of the path. You must now deal with a small ambush where enemies come from behind as well as in front of you. Run back and forth to clear the enemies quickly before they overwhelm you. Stay close to the medic during the ambush.

The squad continues to follow the path until reaching another small ambush. Take out the enemies and follow the squad down the path to claw rock which is the objective on your compass. Once reached, you must kill all enemies in the area before the level ends. Enemies come at you from all directions, so stay close to the medic! Once the area is secured, the level is over.

Level 7

As soon as the level begins, pick up the med kit and ammo pack lying at your feet and head to the glowing gun on the PBR boat. It is your job to take out the enemies along the shore line. Use your radar to help you spot enemies that are nearby but may be out of sight.

Soon after passing under a bridge, you must go ashore to take out a mortar that is shelling your path. Use the compass to locate the mortar objectives located in the gun nests. Be careful, enemies are crawling throughout these areas. When you reach the mortars, hit the action key to disable them. Once you've disabled both of them, run back to the boat. Along the way you'll find an ammo pack and med pack located in a secluded bunker, grab them if you're low on health.

After using the PBR gun for a while longer, you'll reach a bridge which the sergeant orders you to destroy. Hop off the PBR and follow the path towards the bridge supports. Be very careful as you approach the bridge, there are many enemies waiting for you. When you reach the first set of supports, place the first two explosives on them at the yellow glowing objectives. You must now climb the bamboo ladders to the top and fight a few enemies before crossing the bridge. Climb down a ladder and place explosives on the remaining two supports. Now that all four have been planted, make your way back across the bridge. Be careful as more enemies are waiting for you on the other side. If you are low on health, grab a med pack in one of the huts on the way up. Make your way down the bamboo huts and back to the PBR. Once aboard, you must gun down a few more enemies before reaching the end of the level.

Level 8

Start this level by taking a narrow path on the right side that leads to higher ground. Follow this path until you reach the first mount. Protect the squad by taking out enemies coming out to attack them. Once the mount is finished, keep following the high road until you reach a second mount on a log. There is a med kit just before this mount, so keep your eyes peeled.

Finish the log mount and continue down the path. You'll come across a handful of enemies and some huts in which you can find some med packs, an ammo pack and some weapons. Take what you need and follow your compass to a third mount overlooking some bunkers and a watch tower. There is a fourth mount just down the trail. After the fourth mount, look behind you for a path that leads upwards. At the top of this path is a hut that has a med kit and ammo pack along with some weapons. Just past the hut is your fifth mount.

After the mount, take the bridges to the right all the way across, taking out enemies along the way. Once crossed, make your way to the objective located on your compass. There is a sixth mount overlooking the jungle. Gun down the enemies that pop out along the ridge in the distance as well as the area just below you. After the sixth mount, advance to the seventh mount located on a log. Protect the squad as enemies come at them from all directions. Once you've completed the mount, proceed through the huts located directly behind you. Fight your way through the huts and follow the path downward to rejoin the squad. This is the end of the level.

Level 9

You start the level on a path heading towards a large enemy compound. Follow the squad down the path to the doors of the compound. Use your M16 to zoom in and take out the tower guard. Once the guard is dead there is a mount on the log. Mount up and take out all the enemies that pour out from the doorway. Move into the compound and take out the remaining guards. There is another guard in a watch tower as you enter so be looking for him.

Follow your compass to the objective to reach the first prisoner. Walk into the hut and a short cinematic will start. Once the prisoner is following you, make your way deeper into the compound by following the bamboo walls towards the next objective. At the next objective will be a prisoner in a cage, walk up to him to release him. Once he is free, go back and meet up with the squad.



It is very easy to get lost in the compound. Keep moving to areas where you spot new enemies. You'll know you're on the right path when you reach a mount in the middle of the compound. Take out the enemies and follow the squad to another mount position on a log just around the bend.

When the mount is finished, the sergeant tells you to get around the wall and open the gate from the other side. You will find a path through the bamboo and stone walls to the south east. It helps to look for enemies on your radar. Once you're on the other side, crouch down and crawl under one of the huts; it looks like a tight fit but you'll make it through. Once you've made it under the hut you'll be on the proper side to open the gate. Inside the hut you just passed under is a med kit, so grab it if necessary. When you're ready, run to the gate and activate the switch beside it to open it for the squad.

Once the squad is through, follow them to the objective where the last two prisoners are being held. Once the two prisoners are freed you must look for a path that leads through the huts to the last big bamboo wall and fence. Through the fencing you should see some vehicles like an APC. Walk up to the fence and it will swing open allowing you to run in and kill the last of the enemies. Once this area is clear, the level is over.

Level 10a

You start the level standing outside the APC. Before getting into the APC, be sure to grab the box of ammo and health to the left of the vehicle. Enter the APC by pressing the action key. You control the APC's mounted weapon which features unlimited ammunition, so don't hesitate to shoot at anything that moves.

Take out enemies along the sides of the trail. As you reach a road block, you'll be ordered out of the APC to plant explosives so that the vehicle can pass. Run up to the log and press the action key beside the yellow glowing explosives to plant them. Once the explosives are planted, grab a med kit sitting on some crates and get back in the APC. The log blows up, allowing the APC to continue down the road. Most enemies are on the left side during this stretch of road. The APC will now come to a stop near a hut; just keep killing enemies until the vehicle starts moving through the village. As the APC rolls through the village look out for enemies shooting from the windows.

The sergeant orders you out of the APC to fetch medical supplies from a hut. Go through the door and follow the compass to the objective located on the 3rd floor of a different hut in the back. The building is marked with a red medical cross over the doorway. Grab the glowing medical box from the 3rd floor and get back to the APC.

Continue killing enemies along the side of the road until you reach another point where you must get out on foot to clear some mortars that are bombarding the road. Follow the trail south to some bamboo ladders that lead up to a higher path. Follow the compass through the huts towards the objectives. You are looking for two mortars. To disarm the mortars, press the action key while standing beside them. Once you've disarmed both mortars, get back to the APC for a short drive down the road.

Once you reach the bridge, you must get out of the vehicle and kill the enemy who is holding the detonator for the bridge. Follow the compass objective down the path taking out small groups of enemies as you go. Once you reach the glowing yellow detonator, disarm it and make your way back to the APC. When you get back in the APC, you will use the mounted gun for a short time until the level comes to an end.

Level 10b

You start this level on foot, heading towards a landing zone. It is a long path with many groups of enemies along the way, so keep your eyes open. Remember to use the medic and ammo feeder whenever necessary. You'll reach a mount near a bunker, take out the enemies and keep pushing forward. After a few more groups of enemies you'll reach another mount, finish off all enemies approaching from the left and right sides of the trees and move down towards the objective.

When you reach the landing zone, report to the sergeant to trigger a small cinematic. After the cinematic, use a mount on a large boulder to provide cover fire for the men as they make their way to the choppers. The level ends once all the men are safely onboard.



Level 10c

You are on your own from now on, so make sure to pick up med packs and ammo packs whenever possible. Fight your way through the base, following the objective on your compass. Crouch under huts for cover and fire at the enemies' feet and legs. When you get to the hut where the objective is located, fall down the pit inside the hut. This will lead you to the final level; the underground tunnels.

Level 10d

This is the final level. It is your job to catch the evil Colonel Trung once and for all. Carefully make your way through the maze of tunnels. You will hear Trung call out to his troops "kill him!". Be on guard whenever you hear this; the enemy will try to surround you by coming from many different tunnels at once. Try fighting your way down one tunnel and make your way back using a different tunnel to make things easier.

While following the objectives on your compass you must watch out for booby traps! If the ground looks different, or off in any way you should steer clear – it's probably a trap. You know you're on the right path when you reach a mount on some sandbags in a large room full of crates. Lay waste to the enemies and shoot barrels to take many of them out at once. Once the mount is finished, follow the path behind the rack that contains two med packs. This path leads to a room full of enemies and tall stacks of crates. Fight your way through the room to a path that leads to some stairs.

Go up the stairs and fight your way across the small group of huts until you find another set of stairs leading back down to the tunnels. Follow the tunnels until you reach some more stairs; keep looking at the floor to decide which paths aren't booby trapped. If you're quick enough, you may see Trung running down a path, but don't be fooled into following right after him because there's a booby trap there. Take the other path until you reach the stairs.

Run up the stairs and take the mount inside of an old APC. Blow up multiple enemies by shooting at the trucks to make them explode. When you exit the APC mount, fight your way east towards a large building. There are stairs leading inside the building on the right side, go in and proceed left down the hall. You'll see a door on the right; follow this hall down to the end where another door on the right side awaits you. Keep going through the rooms looking for open doors. Follow the hallway around past the prison doors. If you're getting lost, use enemies on your radar to help determine the way to the objective.

You'll eventually come to a mount point on a crate. This is the final mount and a very hard one to boot. Keep firing between the crates and look for enemies on top of the walls on both sides. Once the mount is finished, move past the large stacks of crates to a door on the right side. Move towards the objective on your radar. Trung is cowering in a corner; approach him to finish the level.

Congratulations, you have finished Marine Heavy Gunner: Vietnam!