

# Wreckin' Reactor

I Can Never Beat That Mission! Can You?

## Tank to Sea, Part II

Go ahead and destroy the F-16's, A-10's, MiG's and everything else. Head for the reactor. Destroy all the SAM sites, AAA sites, SA-7's, SA-8's, and anything harmful that's not moving. (Don't try to destroy the reactor or cooling towers thinking some major nuclear explosion will occur—it won't.) See the road that gets really close to the water? See how the ZSU-23/4's drive along it? See how they drive on two lanes? Good. Watch the lane that's closer to the water. When a ZSU-23/4 comes by, shoot at it—don't destroy it.

If you are lucky, the tank will spin until it's facing the water. Of course, it will head forward so it can turn around and get back on the road. But it doesn't realize the water is there. So it slides down the hill and submerges to a bubbly end.

However, some of them will slide down to the water and...get stuck there. They'll just sit there right next to the water. The only hope for those is to send another one down after it and crash the two (or you could just kill it yourself to be quick).