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Subject: Interesting ideas about vehicles

Posted by [Anonymous](#) on Thu, 19 Dec 2002 15:38:00 GMT

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and exactly how do you excpt to make destroyed vehicels left behind. i already know about the damage bones. but how would you leave a destroyed tank? let me guess make an explosion in Renx (which is the tank) and then for the tanks explosion just make it so the explosion stays there for ever? btw what i just said is possiable.

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