I would say it is most likely NOT a bone problem. It is probably somthing to do with the settings in
Level Edit. Maybe try and play around with the weapon settings, and also the vehicle settings
(assuming it is a non moving vehicle like a gun turret).Also, be careful what preset you "clone" it
from (if you do). I made an aircraft once by adding a preset made from "CnC_CDI_Orca". When i
played it ingame, all the transitions were screwed up, and some of the bones were acting really
strange. I then did the same thing with "CnC_Nod_Apache", and had absolutely no problems.