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Subject: Re: uncrushable soldier?

Posted by [Stallion](#) on Wed, 14 May 2008 21:46:58 GMT

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I've tested it with both vehicle and building armor and it doesn't work with either.

I'm hoping there's a script or some clever way to give the soldier the properties of a tank in the way of not being able to be run over but I've found nothing yet.

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