Ok, what you probally want to do is make the transport actually multiple objects.

As in: The floor is the actual vehicle, and the house and ramps are seperate objects set up as a decoration phys (or maybe door phys for the ramps?) and added through bones (just make a 1x1x1 box with the name like brmp1 or brmps, as in bone ramp1...you get the idea...) and use the Reborn_MMK2_Turret script (I belive that's the name, it's in the custom scripts.dll @ http://sourceforge.net/projects/rentools/ , of course you can do it a differant way).

Now, this will look a little funny on some servers (you'll see like, the roof lagging behind the floor of the vehicle occasionally) so this might be only good for SP. Also, you'll have to make sure that the parts that are seperate from the flooring don't touch one-another, if they have physical collision checked, otherwise the vehicle won't be able to move.