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Subject: possible scripts.dll 1.8 in the works  
Posted by [deadaim00](#) on Mon, 31 May 2004 23:53:54 GMT  
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Here is my idea, which would really help me out.

C&R\_Damaged\_Transporter

When you get to 25-1 health, you automatically get transported to a point of choosing by the mapper. It would really be usefull in my upcoming small mod.

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