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Subject: Fix tankwreck bug.

Posted by [Jzinsky](#) on Fri, 22 Apr 2005 23:31:52 GMT

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An apache wreck would be good, especially if you could get the trajectory right, i.e. it didn't just drop. Also it hitting the ground should cause damage so if it was too high it would just explode anyway.

Yes they should become neutral too...

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