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Subject: Re: a new tankwreck bug

Posted by [danpaul88](#) on Tue, 28 Jun 2005 22:21:00 GMT

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personally I think they are a good touch, but the resurrected tanks should be a different preset with slightly less health and armour (and maybe battle damage on the model?) since you cant easily repair something which has been destroyed to its original state...

and if you do implement something like this the resurrected tank should not leave wreckage..that way it can only be resurrected once

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