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Subject: Re: respawn when repaired

Posted by [LR01](#) on Tue, 05 Sep 2006 15:40:16 GMT

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When the SAM site dies, doesn't the explosion remains?

and with Quote: I think you first need to get the SAM site to be blown up completely (gone)

I mean that, the SAM site needs to work like a normal vec, witches blow up to

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