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Subject: Re: Tank traps ?

Posted by [Jerad2142](#) on Wed, 07 Feb 2007 23:47:45 GMT

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Reborn wrote on Wed, 07 February 2007 16:45 Just edit the physics of the vehicle (specifically the gravity) for a short period of time and you could potentially just fly over it, lol. This could actually work (but the tank could flip, save first).

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