if you have 3dsmax, any chance you could use one of their modifiers to animate the water flowing out of the tank when you shoot it.

Lol, would indefinately need a new script, but when you make a bullethole on the tank the water drains down to that level, and a custom bullethole with an emitter that stops when the water is at the right hieght. dought that ren supports it, but i know 3dsmax has a ragdoll script, you could do that to the seaweed inside so they sag when the water box is lowered.