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Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Wed, 17 Jul 2002 08:48:00 GMT

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tested it yesterday... it also takes a slot. when you destroy it, the purchasescreen pops from limit reached to vehicles for a second then your new harvester arrives and it pops back to limit reached. we've tried to be quick and order when the harvester is destroyed but for that you need to sooo fast. it's impossible i think. so you can have 7 vehicles and 1 harvester. then we destroyed our refinery and only then could we order the 8th vehicle. thus the limit for the game is 8 vehicles for each team including the harvester.

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