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Subject: Keep Captured Vehicles

Posted by [Anonymous](#) on Wed, 17 Jul 2002 07:03:00 GMT

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I've tried to get this to happen often but it never works. They're always a newbie or n00b who \*\*\*\*s it up. Most we ever kept is 4, all apc's. Some other n00b kept showing up with them on Hourglass, only himself in it as a shotguntrooper. Then the game ended, too bad, it might have gone all the way16 vehicle-rush will only be so if both refineries and harvesters are destroyed. A harvester takes vehicle one slot too. Offcourse the server will have to be 32 player and full

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