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Subject: Fix tankwreck bug.

Posted by [RTsa](#) on Fri, 01 Apr 2005 20:37:41 GMT

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Well, for one, I'm not sure what you're talking about...anyways, I guess it's in the SSAOW scripts.

This might be what you were talking about, but here I go:

Wrecked tanks don't decrease the tank limit.

So if you wreck some light tanks for example (you can have 8 wrecks for example) Then you buy some flamers and stanks and artys...and repair the light tanks again. So you have more tanks than what the limit is.

Maybe you were talking about this, but if not: also correct this if possible

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