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Subject: scripts.dll 1.5

Posted by [Aircraftkiller](#) on Wed, 25 Feb 2004 01:10:22 GMT

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It shouldn't, because the tank was able to be used the second it emerged from the War Factory.

Shouldn't it be tied to the munition, instead of a timer? The munition can have a set rate of fire so that it won't be able to Chronoshift itself until 30 seconds has passed.

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