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Subject: New BuzzMod Out

Posted by [Anonymous](#) on Tue, 23 Apr 2002 18:02:00 GMT

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Not a flame or in anyway a complaint.few bugs1) few purchase terminals didnt work2) water at edge is as if its not there and you can go under it.3) cant drive ssm (is this a bug ?)4) nod can use gdi sam site, and can take out the base with 1 shot per building5) harvester on gdi side get stuck trying to drive through tib refinery. but if you get in and drive it round it is fine.i would have to say its a great mod, i will post screenies in this thread to show everyone what youre mod is about. i dont take any credit for it .. just posting you excellent work dude.

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