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Subject: Re: GRR @ HARVYS

Posted by [CrazyBastard](#) on Sun, 26 Mar 2006 06:53:24 GMT

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they drive out of the WF and more spawn behind them...eventually yeah they start destroying some of the previous ones. But more kept coming. Redid the waypoints from scratch - all of them - and Nod is having a traffic jam again...

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