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Subject: Re: Harvester

Posted by [Chuck Norris](#) on Tue, 12 Aug 2008 04:51:27 GMT

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I've only seen it on City (not sure if that means it only happens there though). Basically, if the Nod Power Plant is dead, and the Harvester is killed and redelivered, there's a small chance it will just sit on the delivery zone after dropped off and not move. I think that's what this is.

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