
Subject: Re: Nod Vehicle Spawning On Islands
Posted by [CarrierII](#) on Tue, 12 Aug 2008 07:27:00 GMT
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This also occurs on Canyon. 0, 0, 0 is halfway between the tib fields the harvesters use and the rock in the middle. I'll take a SS if that's not clear, but that's still easily observed by GDI...
