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Subject: Re: mct in airstip

Posted by [Goztow](#) on Wed, 27 Aug 2008 11:30:23 GMT

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I can confirm this also happened to me on the HON before. 2 timed and 2 remotes -> one timed did not do damage, so the building was not killed. I do not have a video of it, though. It also happened to other clan members before.

I got hte impression this bug may have been introduced by some (server side?) scripts, though, as I never had it until maybe 1 year ago.

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