
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Mon, 05 Sep 2011 21:46:28 GMT

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The AGT is now functioning properly. It only fires two missiles instead of a missile and four machine guns. It stops attacking when destroyed or when power is lost.

Next on the agenda: Fixing the Nod Construction Yard's aggregates and the Shrine of Nod's aggregates. After that, I should be able to get a public beta out.
