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Subject: Harvester

Posted by [Craziac](#) on Tue, 12 Aug 2008 03:01:06 GMT

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Is the Nod-Harvester-won't-move-after-Nod-Power-Plant-Died Glitch fixed?

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Subject: Re: Harvester

Posted by [\\_SSnipe\\_](#) on Tue, 12 Aug 2008 03:13:55 GMT

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wow never heard of that one...happens on all maps?

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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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Subject: Re: Harvester

Posted by [bly](#) on Tue, 12 Aug 2008 04:52:30 GMT

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a small chance? more like always.

i though this bug was in the preliminary list of things todo

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Subject: Re: Harvester

Posted by [saberhawk](#) on Tue, 12 Aug 2008 04:56:46 GMT

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Pretty sure it's fixed, but we should probably undo it bly. I mean, it's not negative to gameplay

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Subject: Re: Harvester

Posted by [bly](#) on Tue, 12 Aug 2008 13:24:32 GMT

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Saberhawk wrote on Tue, 12 August 2008 05:56 Pretty sure it's fixed, but we should probably undo it bly. I mean, it's not negative to gameplay

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i know you're trying to be witty here, and everything, but this has got to be either one of the dumbest things ive ever read or one of the funniest.

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