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Subject: Nod's Harvester

Posted by [ChewML](#) on Fri, 13 Mar 2009 02:55:03 GMT

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Ok, I don't recall reading anything about this yet, but I may have missed something...

Nod's harvester glitches and just sit on the runway. So Nod will still get credits at a slow pace but not the 300 or w/e form it's loads. I see it happen mostly on Walls.

Someone said something about how they notice it after PP is gone, and harv is killed then it will just sit there. I don't know if that is when it happens or not, but that is how it was a few mins ago in game.

Already a fix for this?

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