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Subject: Re: C&C\_Fjord Beta 2

Posted by [crazfulla](#) on Sat, 10 Sep 2011 05:15:35 GMT

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Vehicles aren't finding the waypaths off the Airstrip drop zone. The Harvester turns around and drives back over the drop zone to get to the Tiberium field, and is subsequently destroyed by any purchased vehicle. Other vehicles do not move off the drop zone after purchase.

AGT missiles are originating too high above the top of the tower, practically out of thin air. Running from behind the Refinery to the Construction Yard, you can't even see the AGT but somehow it can shoot you.

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