Fast mission end bug

When playing retrieve the data Sergio and Walter used a stall build with:
2x 130 floor launcher
6x 77 wall spikes (for healing)
3x 130 lights
1x 106 sound wall
1x 106 floor freeze trap

The elemental of enemies was water/ice and the building was made of stone.

Mission details were:
PL 94
Storm zone modifiers:
Adept constructors, Life Leech Attacks, Wall Weakening, Ice Storm, Smoke Screens

Mission ended at 11/16 and there were no signs of husks infiltrating the walls surrounding the supply crate.

The mission was successful as 50% of the data was collected.
It basically looked like the mission was skipped to the end and it started counting the results

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