

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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