In the attached savegame, [l tgt="unit" id=5272 name="Bomber" /] has 8 moves left this turn (24 total). I've set it a goto path of 9 tiles. I'd expect to see a filled-hexagon "path.step" labelled "1" at the 8th tile (to indicate that the bomber has reached the limit of its movement), but I don't.
Oddly there's a "path.step" labelled "1" on the origin tile, which there isn't for land units. This is labelled "1" even if I choose a shorter path which will finish this turn.

Now units show number on tile where they are out of moves.

Attached screenshot with new bomber path ( 8 moves).

That's workaround, real bug lies somewhere else - probably is connected to Bug #765380