
Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Starbuzz](#) on Wed, 28 Nov 2007 15:54:11 GMT
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sadukar09 wrote on Wed, 28 November 2007 09:07qwertwert125 wrote on Mon, 26 November 2007 11:53i have an explanation! in some vehicle models, theres little ledges in the top, like curbs on a side walk. these are part of an impassible "wall" aorund vechs, if he got in a spot where this curb was pushing him along, then he would be able to stay on the harvy, and plant the beacon. the beacon (if it didnt fall through the harvey) would then also be trapped by this curb, and the harvey would push it to the base. a problem with this is that when the harvey turns to back into the ref, the beacon would fall off. meh idk. i just know that i have been stuck on top of an enemy vech while it was moveing, i didnt die, and it just caried me along.
Nice lie.

He probably lags like hell!
