Subject: Re: Trooprm02 owned :P
Posted by warranto on Thu, 04 Jan 2007 23:10:50 GMT

Just to reinforce what has already been stated:

It's not harvy walking if you aren't walking.

It is possible to place a beacon next to the wall and still destroy the refinery. No wall hopping (or using any sort of glitch) is required to get to that position.