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Subject: Re: Harvy RIDING, this is ridiculous

Posted by [qwertwert125](#) on Mon, 26 Nov 2007 17:53:25 GMT

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i have an explanation! in some vehicle models, theres little ledges in the top, like curbs on a side walk. these are part of an impasible "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.

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