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Subject: some serious cheating going on

Posted by [Anonymous](#) on Fri, 14 Jun 2002 01:26:00 GMT

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I once had an awfully convenient encounter with a bug, when I first started playing. I was Havoc on Volcano, they had lost both their Hand and Airstrip, and I was sitting in that building up on the ridge...with unlimited ammo. I could fire as much as I pleased, and there were always four rounds in my clip. I ended that game with fifty seven kills. I've been killed from full health (as a PIC Sydney no less) while standing in our barracks amongst four or five teammates, and have had numerous vehicles go from full health to shrapnel with no intermediate steps, but those are easily attributed to lag. The incident that most sticks out in my memory is also on Volcano, at the start of the game. A teammate and I (both flamethrower troopers) walking side by side, encountered an enemy engineer in the tunnels. We both open up and bathe him in flames as well as start jumping around like madmen. We were both dead in about four seconds. Maybe three. This, too, could be lag, but I didn't notice any signs of it at the time. It could also be mad skill, but it doesn't seem likely, especially considering the player who killed us ended up a couple places lower than me at the end of the map.

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