Its not cheating. Its the netcode / lag compensation. I sometimes end up sniping people from more than half way across the map or what looks like through walls. What happens is on my screen it looks like someone is in the middle of the field or something, and after I shoot them, it finally registeres on my end their actual position (in their base, in a tunnel) but they also die.So I believe vehicles blowing up for no reason or people being shot / dying for no reason is caused by either horrible lag or the net code.I'm actually starting to like the lag since it works in my favor   I can see the enemy but they cant see me since they arent where I see them when I shoot'em.