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Subject: Cheaters... cheaters..

Posted by [YSLMuffins](#) on Thu, 15 Jul 2004 20:35:17 GMT

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j\_ball430Simple solution (BTW...I only read like the first 5 sentences. My attention span is not enough to read the whole thing ): Play in the UGIN servers, especially 2 & 3. We keep it tightly modded. There ARE cheaters, but if you give us a reason to, we'll kick(ban) them.

That may not be enough. I was playing on the Pitts today and there was a cheater lurking about that kept blowing up tanks, and on a game of Hourglass nuke beacons kept getting disarmed with no explanation. It kept happening in the span of 5-6 games before I stopped playing. As far as I know the cheater still hasn't been caught.

They're getting more insidious. They blow up random tanks occasionally and disarm beacons in an instant from time to time, and they've found ways to mask it. Renegade could really use a 'x player destroyed y's tank' or a 'X player disarmed the beacon'.

You think it's fun having your orca blown up for no reason 3-4 times in the same game?

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