
Subject: Re: Azazel - The irony
Posted by [Goztow](#) on Wed, 28 Jul 2010 07:29:49 GMT
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sadukar09 wrote on Wed, 28 July 2010 05:24DRNG wrote on Tue, 27 July 2010 19:33

From R4MR0D_AI.

Well to be honest, unless you are playing a LAN game, bullet holes/tracers aren't exactly the most reliable signs due to lag.

Do you see teamfourstar's body laying around?
