
Subject: Engie bomb ! »not what your thinking«
Posted by [Imortal](#) on Sat, 15 Mar 2003 10:55:10 GMT

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wow, im suprised more of you ladder people dont know that trick. Most likely the map that that 25 kills happened on was Field. This is the glitch, inside the nod HON is a spawn point INSIDE the wall. Its rare to spawn there, but if you manage to whip out your timed c4 and throw it BEFORE you re-spawn, you will kill any enemy unit not in a vehicle. I did it on the pits back in November (when i got my initial 3 month kick) and was accused of all sorts of things (aimbot, wallhack, lagbot even a point and kill bot or somethign) and was promptly kicked. I thought that was common knowledge. I think I will start a topic with known glitches that the "clan people" have found so far...the ref wall hop, the engi blow up one building alone, the one remote c4 suicide (pointless but eh) the 2x damage glitch, the 0 damage bug (lol), the buggy bomb, invisible harvestors, infinite harvy points, b2b locations for all maps (islands, field, mesa, under, complex (sorta), walls flying. But then again...I might not
