
Subject: Chicken First Person Shooting
Posted by [Veyrdite](#) on Sat, 13 Oct 2007 03:23:26 GMT
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Some servers (WitteFUX for example) allow you to purchase the "Chicken". Seeing as the Meshes that can be shot are down low it is possible to shoot over walls in first person while remaining under the line of fire.
Strangely no-one has caught on to this tactic/bug and make a rule against it.
Please don't spam about banning people for doing it here.

Subject: Re: Chicken First Person Shooting
Posted by [BlueThen](#) on Sat, 13 Oct 2007 04:22:45 GMT
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I think the chicken is a unfair character. Shouldn't be used in actual gameplay. Maybe for experimenting or roleplaying or whatever... but not actually gameplay.

Subject: Re: Chicken First Person Shooting
Posted by [Veyrdite](#) on Sat, 13 Oct 2007 23:35:48 GMT
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good point, impossible to hit with lag. Unless they set its hp really low its really unfair.

Subject: Re: Chicken First Person Shooting
Posted by [bisen11](#) on Sun, 14 Oct 2007 05:08:22 GMT
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Isn't like obby not even able to hit it either?

Subject: Re: Chicken First Person Shooting
Posted by [Veyrdite](#) on Sun, 14 Oct 2007 06:43:55 GMT
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Don't ai aim for the chest bone, in which the chicken doesn't have?
In fact the chicken hasn't got human bones at all. Import its w3d and see.

Subject: Re: Chicken First Person Shooting
Posted by [nopol10](#) on Sun, 14 Oct 2007 09:38:04 GMT
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Which goes to show that Fuxwitte suck.

Other than that, chickens are not soldiers and should never be allowed in normal competitive gameplay (unless everyone is a chicken).

Subject: Re: Chicken First Person Shooting

Posted by [qwertwert125](#) on Mon, 26 Nov 2007 18:16:00 GMT

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chickens are easier to hit than you think.....
