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Subject: Re: Azazel - The irony  
Posted by [sadukar09](#) on Wed, 28 Jul 2010 10:14:23 GMT  
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Goztow wrote on Wed, 28 July 2010 02:29sadukar09 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?

Isn't he the guy on screen?

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