I found the issue (thanks for sending the files). The problem is that your C4 model uses a bone named "C4", which is not present in the stock model. The C4 bone is configured to have a damage multiplier of 4, hence shooting at it will report 4 times the amount of damage as normal. This is not possible with stock files, because then you can only do 1x (normal), 3x (neck) or 5x (head) the amount of damage. For this reason, BIATCH detects it as a cheat: you are doing more damage than you should.

With stock files this cannot happen, and with the modified model you are indeed cheating, as you do more damage than you should. BIATCH did exactly what it should do: block the cheat. Even though you did likely not do it on purpose, it is good that BIATCH caught it as it stopped you from accidentally cheating.

The issue only happens in this specific case: if a .w3d has a bone named "C4".

The fix is to rename this bone. Then you should be able to use the model again. There are no other bone names that can give the same effect, so this is really the only model that can cause problems (assuming that noone names a bone "C4" in non-C4 models that is). If anyone ever claims that they have the same problem (although it sounds highly unlikely that it would ever occur again), BIATCH must report 4 times the amount of damage a normal weapon would do, and it must be their C4 model, otherwise, they are likely lying as as far as I know BIATCH does not give any false positives I do not think that there is another way to "accidentally cheat" like in this specific scenario.