Bot is “[Ja]Hugh” in this incident

The bot was killed and ended up under the map, dead.

**Unfortunately, the demo crashes at 01:53 before the incident**

In the image …



Those are the Kills. The log can tell the story.

08:58:01: "DeadEye<18><BOT><Axis>" killed "sMokiE<15><BOT><Allies>" with "mp44"

Just before that screenshot a Bot was killed and under the map, the bot is a Rocket class…

08:57:35: "[Ja]Hugh<17><BOT><Allies>" committed suicide with "bazooka"



So, in this incident [Ja]Hugh got knocked out of the world by a big blast.

That isn’t a “teleport” glitch?

It may indicate there is something wrong with dod\_avalanche. Possibly with dod-jagd as well.

Or it could be “acute angle exploit” or “out of bounds glitch”