

E4GL ANTI CHEATER GUIDE

A server admin's tasks are mainly 2: punishing rule breakers and ban cheaters. This guide is focused on the latter one.

If you have enough evidence permaban the cheater from the servers and open a report on [BF4DB](#). Rejected BF4DB reports will result in an unban of the player. If you don't report on BF4DB the ban will be lifted after a while. If you are not sure about a person cheating ask other admins.

SPECTATING

(Before talking about spectating always keep in mind that spectator mode is very buggy. Proof [here](#))

One of the main ways of spotting a cheater. It works sublimely against cheats like flyhack, invisibility, teleporting, no recoil/spread and ESP/wallhack, but remember that these cheats are the minority of used cheats. Recording length for flyhack, teleporting and invisibility can remain under 1 minute since they are blatant while no recoil/spread and ESP/wallhack require longer recording (at least 5 minutes)

-ESP/WALLHACK

When recording a suspect who you think is using ESP/Wallhack keep in mind that good players have good map awareness thanks to minimap, sounds and after a lot of hours they know the most probable spots for people to be in. [Example](#) here.

-NO RECOIL/SPREAD

No recoil/spread is relatively easy to spot. The spectator mode "copies" the mouse input of the spectated player so if he's shooting and killing people while his sight is climbing vertically looking like he's not controlling the recoil at all it means he's using this type of cheat. [Example](#) here.

-TRIGGERBOT

A cheats that instantly shots when an enemy is over the cheater's crosshair. Need a bit of practice to be spotted but it normally rings a bell for how fast the reaction time is. [Example](#) here.

Most cheats have spectator warning so cheaters will be notified if someone is spectating and they will definitely turn off their cheats or leave the server. It's very difficult to gather evidence from people using these cheats.

You can also use spectator to detect aimbot, but most of the times you can determine it from stats.

Upload the video on YouTube and link it in the BF4DB report.

STATS

Most cheaters are caught thanks to their stats.

-HEADSHOTS KILL RATIO

You can expect high HSKR (headshots kill ratio) on sniper rifles and on DMRs, but also on high dmg pistols (like Magnum, Unica 6, ecc.) because they one shot in the head so good players will go for it.

On the other hand high hskr on assault rifles, carbines and PDWs should ring a bell. Good players can still achieve ~40/50% but only when they exclusively go for it. Average people won't exceed 30%.

-ACCURACY

Finding people with accuracy on shotgun being higher than 100% is pretty common because every pellet is counted as a single hit so hitting more people with a single shotgun shot will boost the accuracy. Same concept is applied for phantom bow equipped with poison tip (high accuracy=poison tip, average=other tips). High accuracy on other weapons categories are to be considered suspicious.

-KILLS PER MINUTE

Kpm (kills per minute) is probably the most important indicator showing that a person has started cheating: a sudden increase of it usually means that (one guy jumping from 0.8 kpm to 4 kpm in the span of 2 hours).

It also helps with verifying other stats (sniper with 10 kd and 0.8 kpm is pretty normal, sniper with 10 kd and 6 kpm is not).

-KILLS PER HIT

Kph (kills per hit) refers to the number of bullets needed for a gun to kill an enemy.

For example: AEK-971 damage is 24.5 so you normally need at least 4 (if enemy is slightly damaged) to 5 bullets (enemy not damaged) to get a kill with it (so around 25% kph). This drops down to 3 bullets to kill if headshots are involved (so 33% kph). Higher damages imply damage mod, but this will be discussed next.

SITES THAT ARE YOUR FRIENDS

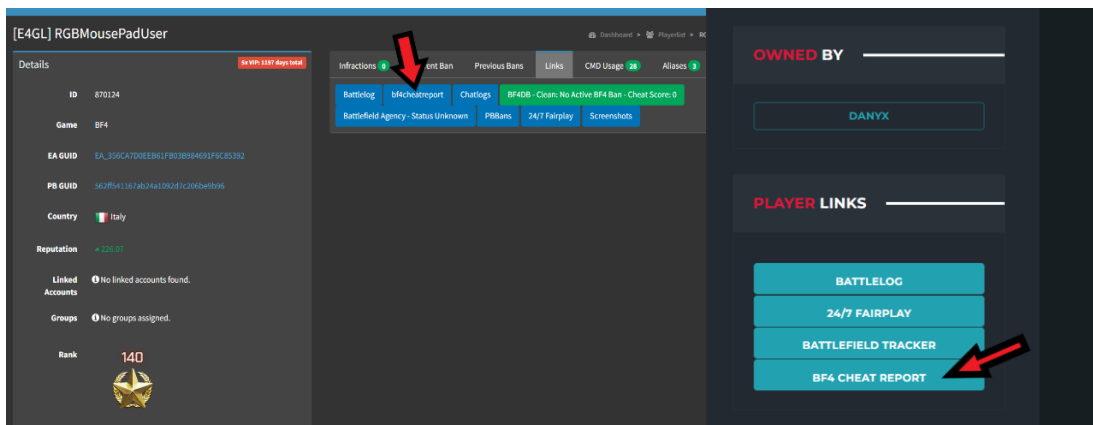
-[247FAIRPLAY](#)

Useless site I just put it into the guide for entirety. It shows the all-time stats of the account so it's literally useless to determine if a person started cheating in the short term. DO NOT USE THIS!

-BF4CHEATREPORT

This site is your best friend when you are doing admin duty and hunting for cheaters.

It shows every single round stats (here's an [example](#)). You can check a player bf4cr from his admin site profile or from his BF4DB if you have an account and you are logged in.



This site will be tricky to understand at first but you just need a bit of practice and it will open you a new perspective and you will find cheaters more easily.

Always ignore rounds with low kill numbers (luck can be involved) and rounds played on Assignment servers (you can check the name and the type, hardcore or normal, of the servers if you move to the far right).

-DETERMINING WHICH WEAPONS WERE USED IN A BR

Normally, most of the kills on a round are done with the best weapon and the best vehicle. Add bwk (best weapon kills) and bvk (best vehicle kills) and check if it's almost equal to the number of kills (when best vehicle kills are ≥ 80 of total kills the kills number in vehicle kills column will be green, same for best weapon kills)

If not, you can check the ribbons and weapon unlocks in the battlereport page and make an addition (example 2 assault rifles ribbons means the guy got from 12 to 17 kills with an assault rifle).

-KD AND KPM

A player's kd and kpm skyrocketing overnight is very sus and he should be analyzed.

Note that the playing time is not provided by battlelog. BF4cr has to recompute it from score and spm, so if you see a very high kpm check if it equals kd and don't ban the guy.

-HEADSHOTS

If you find a round with 70% hskr and a significant number of kills (say at least 40) with most of them done with a non-sniper weapon you can ban (always remember to check that this was not stat padding).

With lower hskr (40/50%) it may be a good player grinding for headshots so check his history and see if the player is already skilled or "got skilled". Textbook [aimbot](#) as reference. This may look like [aimbot](#), but it's actually [statpadding](#).

-KILL PER HIT

Bf4cr does the kph computations for us. The max1 column contains the maximum possible kph computed as if all kills were made with the best weapon. It is possible to have $kph > max1$ if non best weapon kills were made with a harder hitting weapon. The max2 column is the maximum kph assuming non best weapon kills were one shot. Exceeding max2 is normally a sure sign of a damage multiplier. Unless the round was on a hardcore server. Therefore, you should always check whether the server is hardcore, Bf4cr does not take care of this for us.

A significant margin must be there in order to determine damage mod. Exceeding by 1% can be explained by enemies that were already damaged when attacked. The larger the number of kills, the smaller the margin needs to be to be convincing. Textbook [damage mod](#) as reference. Textbook [hardcore damage mod](#) as reference (AN-94 damage exceeds Max2 on hardcore).

Kph may be colored. Green color means $kph > max1$, orange $kph > max2$, red $kph > max2$ computed for a hardcore server. I repeat, bf4cheatreport does not check whether the server is hardcore, the max1 and max2 are computed with normal btk values no matter the type of the server. But bf4cr also computes a max2 with hardcore bullet to kill values that has not a column but will appear as red if exceeded.

Factors that may mislead:

- in hardcore mode you need less bullets to kill so the kills per hit value will be higher;
- if kills number is small luck and last hit may be involved (check if this also happens in other rounds to determine a pattern);
- sometimes round may bug and a lot of players may have an high kph (in this case check the personaName column, it will display all players stats and check if more players have high kph). This may look like [damage mod](#), but the round is actually [bugged](#);
- multikills with ucavs, mortars, rpgs and grenades count as one hit so it will make the value higher.

-MAGIC BULLET

Magic bullet has the peculiarity of resulting in kills without hits with kills appearing in the in-game killfeed as "killed" and in the Bf4cr no weapon or vehicle will be displayed in the Bwk and Bvk columns. Textbook [magic bullet](#) as reference.

-SPOT HACK

Spothack results in a very large number of spot assist ribbons. Don't mistake it for a MAV player. The kpm will tell the difference.

-REVIVE HACK

A cheat that lets the user revive through walls and to instantly revive determining a very high revive counts. You can spot it via the personaName page in the revives column.

-ILLEGAL WEAPONS

Literally weapons that can't be found on the said map. A cheater can spawn it and use it. Beware of those "smart" cheaters who just drop it so that clueless people can pick it up and get banned.

Check if this happens on more rounds to define a pattern and check if there's only few kills (casualty) or a lot of kills (cheating or abuser even if not a cheater, which is also bannable). Note that sometimes the server may crash or restart during a match and the stats can be kept in the following round. [Example](#) (server crashed and stats from Propaganda got carried in Siege). Always check players numbers for these rounds.