

Collusion in Mobile Series Semifinal [ME]

Top 2 qualify for LAN · Full evidence: [Google Drive folder](#)

The report concerns 2 players (**Chillead** and **SPK Mohanad**) that, based on evidence, **colluded / benefitted from other players** (andreshterr! and AXR TAKEOVER) feeding them points in ME Mobile Series Semifinal Game 6 (date: September 15, 2026). Complete player details are listed in [Attachment 1](#).

Before Game 6, 3 players had realistic chances to qualify: GW S1neD, SPK Mohanad, chillead (in-game: 不合作就赢不了的猴子) while AXR TAKEOVER, andreshterr! could no longer qualify ([Attachment 2](#)).

This report contains evidence: clips of the feeding ([attached in Google Drive folder linked above](#)), screenshots of drop spots and skins in every game, and the match stats of players involved.

Chillead made changes to his approach to the last game that can't be rationally explained outside of pre-planned movement with another player (andreshterr!) breaking the Rule 7.2.2 “Collusion”, in particular sections on “Planned movement” and “Feeding” ([Attachment 3](#)).

1. **He changed his drop** from an uncon drop in a 15-player lobby to a conned “50-50” spot in a 7-player lobby, risking putting himself at disadvantage early on if it was a fair match ([Attachment 4](#))
2. **He changed his in-game skin** from a grey superhero (he used it in all 5 games before) to a blue superhero skin: in a fair match, such a visible skin would be a disadvantage for a player, but it is beneficial for players teaming exactly for this high visibility reason (it is also known as “Playstation cups teaming skin” among competitive players) – [Attachment 5](#)
3. The player “contesting” him (andreshterr!) decided to land in the open at a clear disadvantage despite clearly knowing he is getting “contested” ([Attachment 4, Game 6](#))
4. andreshterr! also inexplicably started to miss all shots in Game 6 ([Attachment 6](#)):
 - a. Game 1-5: ~35% average shot accuracy, Game 6: below 10% shot accuracy
 - b. Game 1-5: 632 average damage dealt, Game 6: 51 damage dealt (-92%)
 - c. Game 1-5: 1.17 damage ratio, Game 6: 0.08 damage ratio
5. In addition, after being eliminated offspawn, **andreshterr! flew over the whole map twice to the area Chillead was based** and “fought” him without looting up, missed basically all his shots and didn't even attempt to 3rd party Chillead when he had a chance ([evidence in Google Drive folder](#))

SPK Mohanad didn't make major changes to his playstyle as in changing his dropspot, but he still clearly benefited from another player gifting him points:

1. His dropspot was the same as in previous games ([Attachment 4](#))
2. He changed his skin from a grey superhero, but it wasn't a clearly identifiable one ([Attachment 5](#))
3. The player “contesting” (AXR TAKEOVER) decided to land “50-50” while clearly being very late: in a fair match he would swerve and attempt to push after looting up ([Attachment 4, Game 6](#))
4. AXR TAKEOVER also started to miss shots at a higher rate ([Attachment 6](#)):
 - a. Game 1-5: ~28% average shot accuracy, Game 6: ~21% shot accuracy
 - b. Game 1-5: 582 average damage dealt, Game 6: 138 damage dealt (-76%)
 - c. Game 1-5: 0.82 damage ratio, Game 6: 0.23 damage ratio
5. In addition, after being eliminated early, AXR TAKEOVER would inexplicably try to loot up at an open area of Pleasant Park without using a bubble (he immediately used the bubble when shot at by another player just 30 seconds before getting eliminated by Mohanad 2nd time) while already having great loot and then landed “50-50” with respawn loadout instead of dropping first for a loadout he left in a bush (out of an airdrop) less than 100 meters away ([evidence in Google Drive folder](#))

For clarification, **Chillead has clear contextual evidence of breaking Rule 7.2.2 “Collusion” since he completely changed his playstyle and coordinated his actions with andreshterr! while SPK Mohanad has only circumstantial evidence** and may not have been coordinating with another player to be fed points.

Replay codes for all games are listed in [Attachment 7](#).

Attachment 1: Players Involved

player	role	final place	points	Fortnite Tracker link
SPK Mohanad	Received points	2nd	125	https://fortnitetracker.com/profile/all/SPK%20Mohanad/events?id=ad24e7a4-5fbe-4711-ba6e-5593bdf85631
chillead (in-game: 不合作就赢不了的猴子)	Received points	1st	126	https://fortnitetracker.com/profile/all/%E4%B8%8D%E5%90%88%E4%BD%9C%E5%B0%B1%E8%B5%A2%E4%B8%8D%E4%BA%86%E7%9A%84%E7%8C%B4%E5%AD%90/events?id=96f44fff-b825-4839-99bb-24c19b16c130
andreshterr!	Fed points	12th	65	https://fortnitetracker.com/profile/all/andreshterr%C7%83/events?id=ba3b315c-4cca-48a7-b1d2-057a6da1fa98
AXR TAKEOVER	Fed points	13th	54	https://fortnitetracker.com/profile/all/AXR%20TAKEOVER/events?id=c02be85b-37da-4cb6-8f4d-aade8aa22a1b
GW S1neD	Reporter	3rd	108	https://fortnitetracker.com/profile/all/GW%20S1neD/events?id=63b5c6f4-e797-4fde-8065-270477d4d388

Attachment 2: Standings Before Game 6

After Game 5, the point gap meant only GW S1neD, SPK Mohanad and chillead could still reach the top 2. andreshterr! and AXR TAKEOVER could not qualify. The other two players in the Game 6 lobby were senser 8 and 瑞典式全怒瞄准六七.

Rank	Player	Points	Matches	Wins	Avg Elims	Avg Place
1	 FIX IAmNoob. qualified	122	5	2	2.60	3.60
2	 mtxx rises qualified	105	5	1	2.60	5.60
3	 hyind amp qualified	96	5	1	1.60	5.60
4	 Mohanad	93	5	1	3.20	8.00
5	 we hit arsenic qualified	90	5	0	1.80	6.00
6	 synth qualified	89	5	0	1.80	6.00
7	 不合作就赢不了的猴子	89	5	0	1.80	6.40
8	 S1neD GameWard	88	5	0	1.60	6.00
9	 twitter alexifn qualified	75	5	0	2.40	8.80
10	 senser 8	71	5	0	3.60	10.60
11	 瑞典式全怒瞄准六七	64	5	0	1.00	8.20
12	 andreshterr!	53	5	0	1.40	10.00
13	 モバイル勢のまかろん Baron Clan	44	5	0	1.80	11.80
14	 AXR TAKEOVER	38	5	0	1.00	11.40
15	 SWT Samux7	33	5	0	0.80	12.00

Attachment 3: Rule Violated

Fortnite Competitive Master Rules, section 7.2.2 (Collusion), lists these examples among others:

- **Planned Movement:** two or more opposing players agreeing before the match to land at specific locations or move through the map in a planned way.
- **Feeding:** “Intentionally allowing oneself to be eliminated by an opposing player.”

Source: Fortnite Competitive Master Rules

Attachment 4: Drop Spots in Every Game

Screenshots of where each of the four players landed in Games 1–6. In Game 6, andreshterr! landed together with chillead at Lazy Laps, and AXR TAKEOVER landed together with SPK Mohanad at Pleasant Park.

Game 1 dropspots:





Game 2 dropspots:





Game 3 dropspots:





Game 4 dropspots:







Game 5 dropspots:





(fun fact: AXR Takeover was griefing MTRX Rises in Game 5 by destroying his vending machine)

Game 6 dropspots:

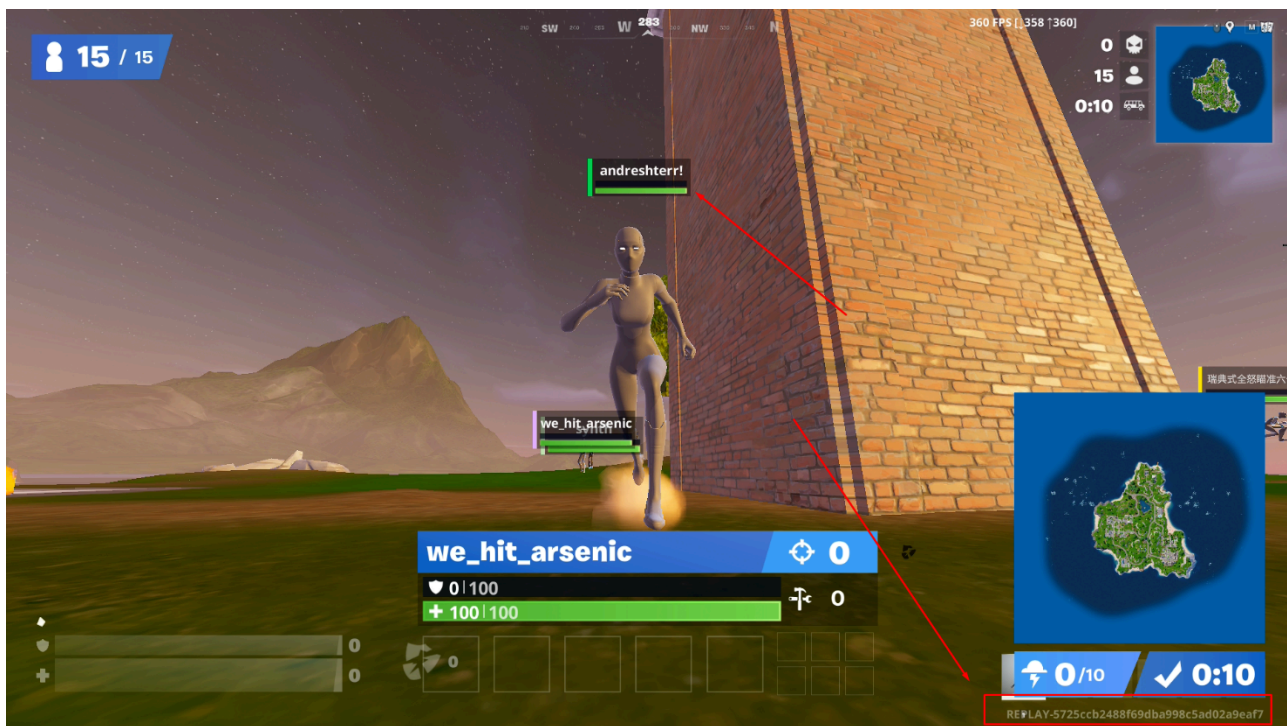
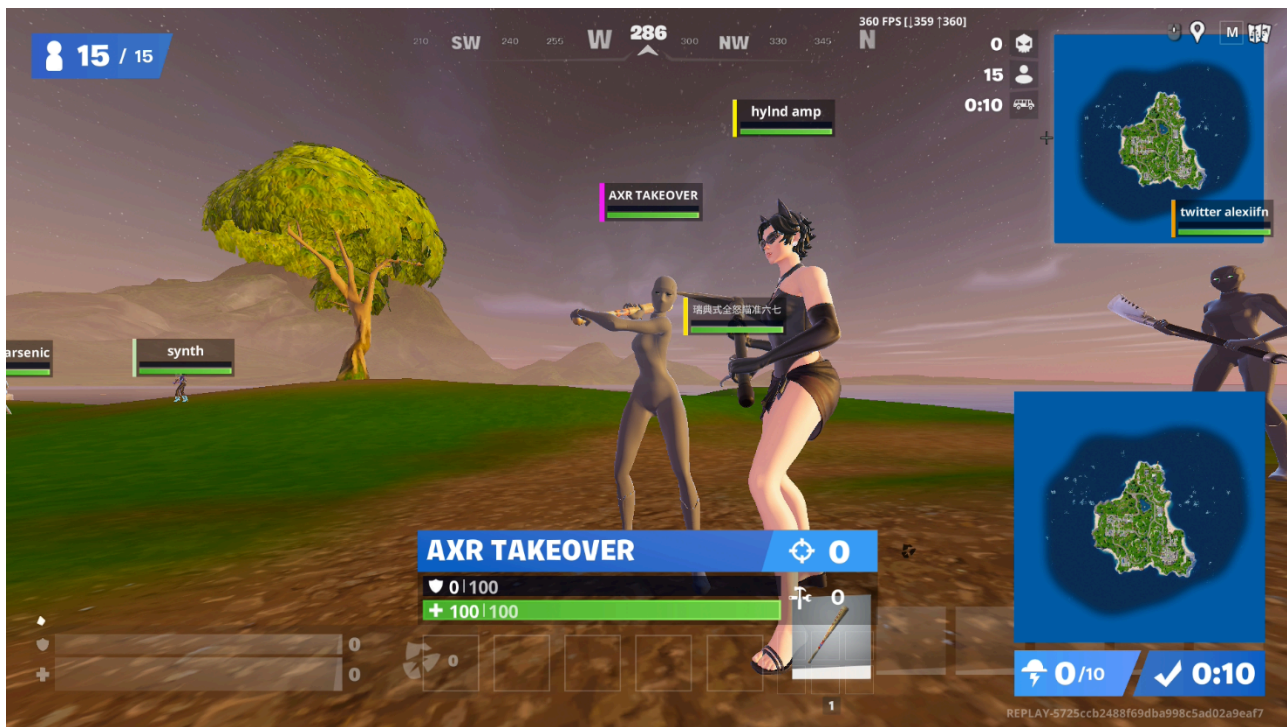


Attachment 5: Skins in Every Game

Screenshots of the skins used by the 4 players in Games 1–6. In Game 6, chilllead used a fully bright-blue skin that stands out clearly from every other player in the lobby. In a fair match, such a visible skin would be a disadvantage for him and a lot of competitive players know this skin as Playstation teamers' skin

Game 1 skins





Game 2 skins





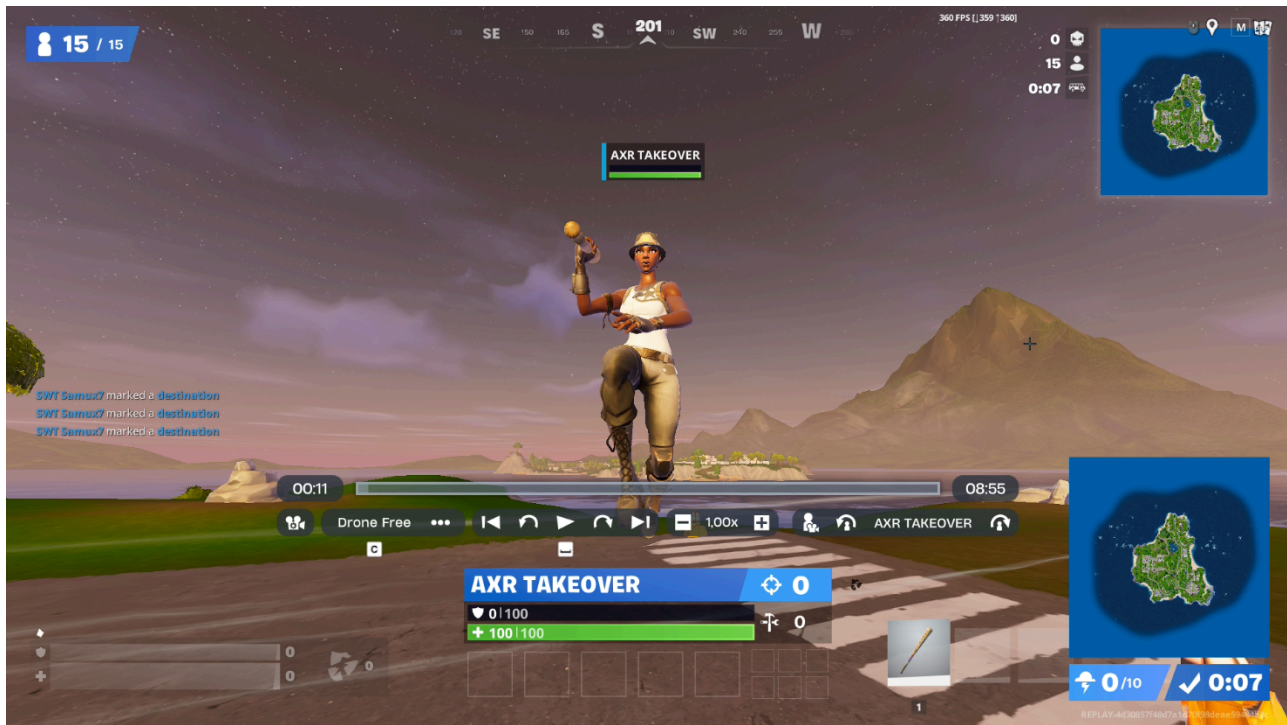
Game 3 skins





Game 4 skins





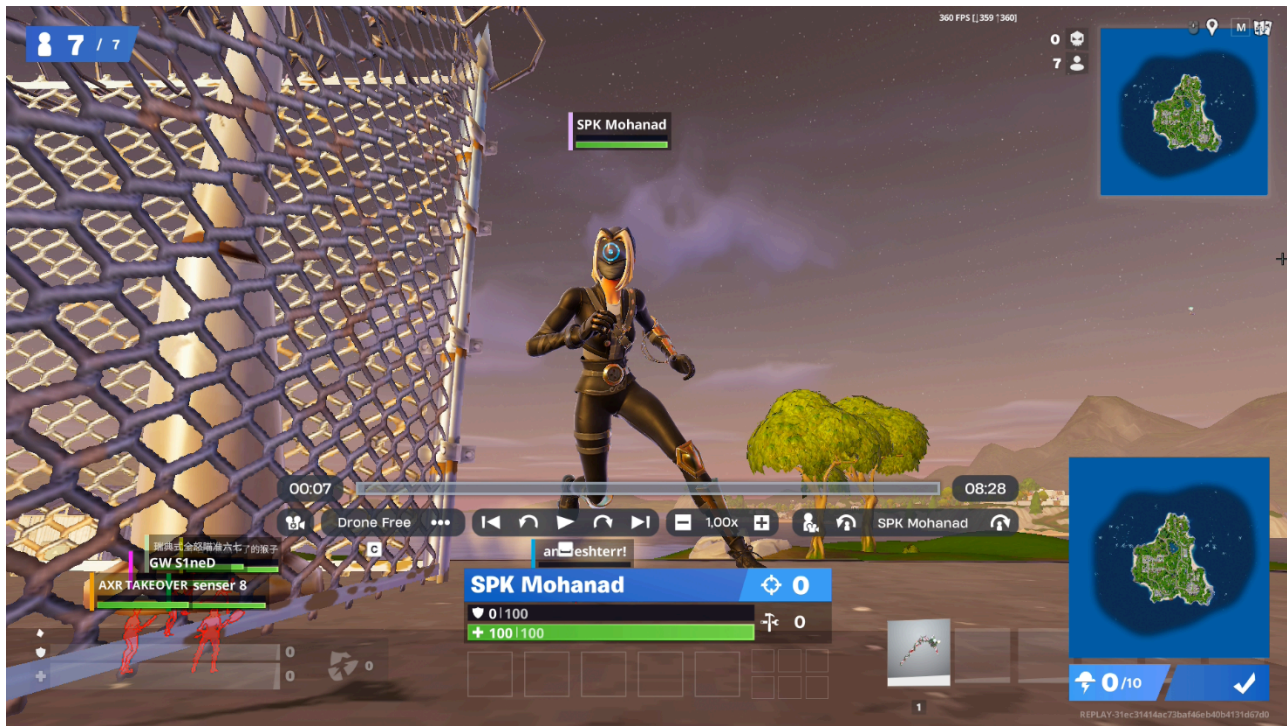
Game 5 skins





Game 6 skins





Attachment 6: Damage Comparison, Games 1–5 vs Game 6, Summary

	andreshterr! avg G1–5	andreshterr! G6	AXR TAKEOVER avg G1–5	AXR TAKEOVER G6
Damage dealt	632	51 (–92%)	582	138 (–76%)
Damage taken	539	616	709	609
Dealt / taken ratio	1.17	0.08	0.82	0.23
Eliminations	1.4	0	1.0	0
Accuracy	35.4%	9.5%	27.9%	21.6%

Averages are calculated from the per-game match stats.

The sections below are for anyone who wants to check the proof. Key information is summarized above.

A. Match Stats (Osirion)

andreshterr!

Game	Place	Elims	Dmg dealt	Dmg taken	Accuracy
1	9th	0	453	345	47.6%
2	6th	3	986	530	23.6%
3	8th	3	1000	669	44.4%
4	15th	1	231	565	59.3%
5	12th	0	492	584	40.7%
6	7th / 7	0	51	616	9.5%

AXR TAKEOVER

Game	Place	Elims	Dmg dealt	Dmg taken	Accuracy
1	13th	1	630	330	26.6%
2	9th	0	339	614	14.4%
3	12th	1	476	789	23.4%
4	10th	1	613	774	24.6%
5	13th	2	852	1036	51.9%
6	5th / 7	0	138	609	21.6%

Screenshots from the Osirion website (publicly available) are provided below:

andreshterr! stats:

Game: #1

9th place

GAME #1

Mobile Series Semifinal [ME] • September 13, 2026 at 17:10 (2 days ago)

15 Players • 0 AIs • 15 Teams

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andreshterr!

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Total Eliminations	0	Team Eliminations	0	Damage to Players	453	Damage from Players	345	Player Damage Ratio	1.31
Shots	21	Hits	10	Accuracy	47.6%	Headshots	2 (20.0%)	Total Healing	797

Game: #2

6th place

GAME #2

Mobile Series Semifinal [ME] • September 13, 2026 at 17:22 (2 days ago)

15 Players • 0 AIs • 15 Teams

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andreshterr!

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Total Eliminations	3	Team Eliminations	4	Damage to Players	986	Damage from Players	530	Player Damage Ratio	1.86
Shots	195	Hits	46	Accuracy	23.6%	Headshots	6 (13.0%)	Total Healing	850

Game: #3

8th place

GAME #3

Mobile Series Semifinal [ME] • September 13, 2026 at 17:34 (2 days ago)

15 Players • 0 AIs • 0 Teams

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Total Eliminations	3	Team Eliminations	3	Damage to Players	1000	Damage from Players	669	Player Damage Ratio	1.49
Shots	124	Hits	55	Accuracy	44.4%	Headshots	4 (7.3%)	Total Healing	624

Game: #4

15th place

GAME #4

Mobile Series Semifinal [ME] • September 13, 2026 at 17:46 (2 days ago)

15 Players • 0 AIs • 15 Teams

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andreshterr!

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Total Eliminations	1	Team Eliminations	1	Damage to Players	231	Damage from Players	565	Player Damage Ratio	0.41
Shots	27	Hits	16	Accuracy	59.3%	Headshots	0 (0.0%)	Total Healing	640

Game: #5

12th place

GAME #5

Mobile Series Semifinal [ME] • September 13, 2026 at 17:58 (2 days ago)

15 Players • 0 AIs • 15 Teams

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andreshterr!

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Total Eliminations	0	Team Eliminations	0	Damage to Players	492	Damage from Players	584	Player Damage Ratio	0.84
Shots	59	Hits	24	Accuracy	40.7%	Headshots	1 (4.2%)	Total Healing	480

GAME: #6

7th place

GAME #6

Mobile Series Semifinal [ME] • September 15, 2026 at 17:10 (2 hours ago)

7 Players • 0 AIs • 7 Teams

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andreshterr!

Total Eliminations

0

Team Eliminations

0

Damage to Players

51

Damage from Players

616

Player Damage Ratio

0.08

Shots

21

Hits

2

Accuracy

9.5%

Headshots

0 (0.0%)

Total Healing

97

Show Details

AXR TAKEOVER stats:

Game: #1

9th place

GAME #2

Mobile Series Semifinal [ME] • September 13, 2026 at 17:22 (2 days ago)

15 Players • 0 AIs • 15 Teams

Copy Session Id

Overview

Scoreboard

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AXR TAKEOVER

Show Details

Total Eliminations	0	Team Eliminations	0	Damage to Players	339	Damage from Players	614	Player Damage Ratio	0.55
Shots	90	Hits	13	Accuracy	14.4%	Headshots	1 (7.7%)	Total Healing	465

Game: #2

13th place

GAME #1

Mobile Series Semifinal [ME] • September 13, 2026 at 17:10 (2 days ago)

15 Players • 0 AIs • 15 Teams

Copy Session Id

Overview

Scoreboard

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AXR TAKEOVER

Show Details

Total Eliminations	1	Team Eliminations	1	Damage to Players	630	Damage from Players	330	Player Damage Ratio	1.90
Shots	109	Hits	29	Accuracy	26.6%	Headshots	5 (17.2%)	Total Healing	210

Game: #3

12th place

GAME #3

Mobile Series Semifinal [ME] • September 13, 2026 at 17:34 (2 days ago)

15 Players • 0 AIs • 15 Teams

Copy Session Id

Overview

Scoreboard

Per Zone

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AXR TAKEOVER

Show Details

Total Eliminations	1	Team Eliminations	1	Damage to Players	476	Damage from Players	789	Player Damage Ratio	0.60
Shots	47	Hits	11	Accuracy	23.4%	Headshots	1 (9.1%)	Total Healing	651

Game: #4

10th place

GAME #4

Mobile Series Semifinal [ME] • September 13, 2026 at 17:46 (2 days ago)

15 Players • 0 AIs • 15 Teams

Copy Session Id

Overview

Scoreboard

Per Zone

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AXR TAKEOVER

Show Details

Total Eliminations	1	Team Eliminations	1	Damage to Players	613	Damage from Players	774	Player Damage Ratio	0.79
Shots	118	Hits	29	Accuracy	24.6%	Headshots	1 (3.4%)	Total Healing	507

Game: #5

13th place

GAME #5

Mobile Series Semifinal [ME] • September 13, 2026 at 17:58 (2 days ago)

15 Players • 0 AIs • 0 Teams

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Overview

Scoreboard

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AXR TAKEOVER

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Total Eliminations	2	Team Eliminations	2	Damage to Players	852	Damage from Players	1036	Player Damage Ratio	0.82
Shots	81	Hits	42	Accuracy	51.9%	Headshots	5 (11.9%)	Total Healing	493

Game: #6

5th place

GAME #6

Mobile Series Semifinal [ME] • September 15, 2026 at 17:10 (2 hours ago)

7 Players • 0 AIs • 7 Teams

Copy Session Id

Overview

Scoreboard

Per Zone

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AXR TAKEOVER

Show Details

Total Eliminations	0	Team Eliminations	0	Damage to Players	138	Damage from Players	609	Player Damage Ratio	0.23
Shots	37	Hits	8	Accuracy	21.6%	Headshots	0 (0.0%)	Total Healing	125

Attachment 7. Game Replays

Game	Replay ID
1	32bcde1919094612a16828f3b4095462
2	1617a5bd2d0f40c9a248a729403bc4e0
3	375f0d61d6f444cfb6ecef60dde2db13
4	687fe9e950f845b481993a565441e731
5	5316dda3cdce4751aab52b2707f4a7ed
6	05391c473124425ca4f37c2cee9dff30