



CVE-2008-7011

- MITRE
- NVD
- CVE.ORG
- JSON API
- Print: PDF

Summary

CVE	CVE-2008-7011
State	PUBLISHED
Assigner	mitre
Source Priority	CVE Program / NVD first with legacy fallback
Published	2009-08-19 10:30:00 UTC
Updated	2026-04-23 00:35:47 UTC
Description	The Unreal engine, as used in Unreal Tournament 3 1.3, Unreal Tournament 2003 and 2004, Dead Man's Hand, Pariah, W

Risk And Classification

Primary CVSS: v2.0 4 from nvd@nist.gov

AV:N/AC:L/Au:S/C:N/I:N/A:P

Problem Types: CWE-399 | n/a

CVSS v2.0 Breakdown

Access Vector

Network

Access Complexity

Low

Authentication

Single

Confidentiality

None

Integrity

None

Availability

Partial

AV:N/AC:L/Au:S/C:N/I:N/A:P

NVD Known Affected Configurations (CPE 2.3)

Type	Vendor	Product	Version	Update	Edition	Language
Application	Digital Extreme	Pariah	All	All	All	All

Application	Epic Games	Unreal Tournament	2003	All	All	All
Application	Epic Games	Unreal Tournament	2004	All	All	All
Application	Epic Games	Unreal Tournament	3	1.3	All	All
Application	Groove Games	Warpath	All	All	All	All
Application	Human Head Studios	Dead Mans Hand	All	All	All	All
Application	Red Mercury	Shadow Ops	All	All	All	All
Application	Whiptail Interactive	Postal	2	All	All	All

Vendor Declared Affected Products						
Source	Vendor	Product	Version	Platforms		
CNA	Na	N/a	affected n/a	Not specified		

References			
Reference	Source		Link
SecurityFocus	af854a3a-2127-422b-91ae-364da2661108		www.sec
osvdb.org/48293	af854a3a-2127-422b-91ae-364da2661108		osvdb.org
archives.neohapsis.com/archives/fulldisclosure/2008-09/0321.html	af854a3a-2127-422b-91ae-364da2661108		archives.
Unreal Engine 'UnChan.cpp' Failed Assertion Remote Denial of Service Vulnerability	af854a3a-2127-422b-91ae-364da2661108		www.sec
CVE Program record	CVE.ORG		www.cve
NVD vulnerability detail	NVD		nvd.nist.g

No vendor comments have been submitted for this CVE.

There are currently no legacy QID mappings associated with this CVE.