For server.ini, the options are:

AntiCheatEnabled (enable/disable anti cheat)
TeamTimer (not sure, but I think this is the time after which empty teamed vehicles become unteamed)
MinimumBandwidthPerClient
NoGameplayPending (disable gameplay pending if there is only one player in a multiplayer game)
PointsFix (enable/disable pointsfix; new in the next release)

[edit]
Found another few, these were ported from BIATCH and are documented here:
http://www.blackintel.org/renegade/projects/biatch/configurationfile

BlockSecretPurchases
IsPTCheckEnabled
PTDistanceThreshold
AllowedAmmoLifetime