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Subject: Re: NE vs SoQ Results

Posted by [Goztow](#) on Tue, 15 Dec 2009 14:37:03 GMT

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SoQRadio wrote on Tue, 15 December 2009 11:23Goztow wrote on Mon, 14 December 2009 05:39Heh we also lost against NE because of the building kill, on Under that time. We would have won that game easily on points at that point but decided to all rush through the tunnels because of the rules. Can't blame NE: it's just the rules that were like this.

Yeah but you still lost that game by points, while we had a commanding points lead. Not to mention, they played you with their actual roster.

We won first with a comfortable lead and had equal points on 2nd until there were 5 mins left, even though we already tried multiple apc rushes and such. So yes: we eventually got a big smack, but only because we rushed in with infantry with half our team at the very end because we knew we had to get a building.

There is no doubt we would have won with a large amount of points if we had defended for 20 minutes, as always with points bug. This isn't even NE's "fault", it's just the lack of points fix.

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