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Subject: Re: NE vs SoQ Results

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 15 Dec 2009 18:46:01 GMT

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For the record Radio, the first time you beat us we had two people that weren't on the roster either. The reason why we did it then and now is to get a game going rather than forfeiting the match. I didn't know one of them was signed up as a substitute on another roster, as no one PM'd me about it, and him playing was a last minute decision on our part. Though it looks like he's never played in any RCGT games for cw.cc, so I don't feel that having him was that much of an advantage - he was repairing for most of the game anyway.

And yes Goz I recall, the reason we had 4 of your buildings at the end was due to your infantry rush, so defending all the way through would've had a different outcome.

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