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Subject: {Os} Vs. SoQ (Round 2 )  
Posted by [MoMo](#) on Sun, 04 Oct 2009 15:01:24 GMT  
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it were good games, thanks for playing.

#### File Attachments

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- 1) [Building kills game 1.bmp](#), downloaded 246 times
- 2) [buildings kills game 2.bmp](#), downloaded 216 times
- 3) [Score game 1.bmp](#), downloaded 224 times
- 4) [Score game 2.bmp](#), downloaded 230 times

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Subject: Re: {Os} Vs. SoQ (Round 2 )  
Posted by [-SoQ-Warlock](#) on Sun, 04 Oct 2009 15:13:38 GMT  
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it were sure gg's.

very close on our ref, second game.

congratz and GL in next round.

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Subject: Re: {Os} Vs. SoQ (Round 2 )  
Posted by [RadioactiveHell](#) on Sun, 04 Oct 2009 15:54:38 GMT  
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gg's, looked very close, and from what I hear both teams played very well.

Unfortunate that we had to drop 5 ppl, but for the sake of the tourney, we had to play the match.

gl next round.

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Subject: Re: {Os} Vs. SoQ (Round 2 )  
Posted by [liquidv2](#) on Sun, 04 Oct 2009 17:13:10 GMT  
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why couldn't you just play with all of your people? it's not your fault they didn't have 10 right

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Subject: Re: {Os} Vs. SoQ (Round 2 )  
Posted by [-SoQ-Warlock](#) on Sun, 04 Oct 2009 17:59:29 GMT  
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because we want to play in the spirit of the tourney.

10vs4 is just stupid to do. I would shame myself if I would suggest that.

I really hope you arent serious.

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Subject: Re: {Os} Vs. SoQ (Round 2 )

Posted by [liquidv2](#) on Sun, 04 Oct 2009 18:03:04 GMT

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it's like they took their 4 best players and only used them so you were forced to play them with your 4 best and it worked out for them because of it

it's a legit strategy; cw.cc could just send h2o in to play and have them 2v2 every community and win if that's how you look at it

if that's what it comes down to then by all means play empty handed, it just makes the whole 10v10 thing seem pointless

i look forward to playing OS, and have no idea which 4 players we will use

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Subject: Re: {Os} Vs. SoQ (Round 2 )

Posted by [Tiesto](#) on Sun, 04 Oct 2009 19:18:21 GMT

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Thats shit. There should be a minimum limit of players.

Out of a roster of 15 you could only manage 4?

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Subject: Re: {Os} Vs. SoQ (Round 2 )

Posted by [Hitman](#) on Sun, 04 Oct 2009 19:21:29 GMT

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liquidv2 wrote on Sun, 04 October 2009 13:03it's like they took their 4 best players and only used them so you were forced to play them with your 4 best and it worked out for them because of it

it's a legit strategy; cw.cc could just send h2o in to play and have them 2v2 every community and win if that's how you look at it

if that's what it comes down to then by all means play empty handed, it just makes the whole 10v10 thing seem pointless

i look forward to playing OS, and have no idea which 4 players we will use  
dont mention h2o, just say kill lol... h2o would NEVER be that great of a clan if it wasnt for kill

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Subject: Re: {Os} Vs. SoQ (Round 2 )

Posted by [jakerz](#) on Sun, 04 Oct 2009 19:59:33 GMT

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It was no tactic to have only 4 playing, We play these wars for fun, not for victory. Both SoQ and {Os} Had problems with the date to be played on. On fridays and saturdays, They had more players available, where has we had the majority on saturdays. We then agreed to play on Sunday, And only 2 of us turned up at first, There was a confusion with the time the war was too be played at. However we did get 2 more members, sadly, it was still a small match. However I think both teams enjooyed the matches, ANd very nicely played SoQ.

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Subject: Re: {Os} Vs. SoQ (Round 2 )

Posted by [MoMo](#) on Mon, 05 Oct 2009 19:18:53 GMT

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aiight ill clear a bit, well Saterday was our best Day, the normal day which should be played on, on saturdays we mannage/mannaged to get 8+ people but as for Friday and Sunday are our worst days due Work/Going out/Sports, so Their best days were our worst, and our best day was their worst day.

also for the 4v4 was at 3 GMT and i said at 5 GMT we would have more peopel to play like 7+ and at 5 GMT they could not mannage that ammount , at that time they could just mannage 3-4 so it would be basicly be a 4v4 anyhow no matter that day.

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