
Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 10:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

responding to the original post, i'd agree that players get more serious when they lose their first building, especially if it's the w/f or a/s. that's why i think the barracks/HON should be a top priority target when you rush a base. without the ability to buy hotwires/techs or other special characters, the base is much harder to defend. and nightaces, it was indeed fun defending the HON last night. i think we all knew that we were going to lose, but we hung in there and defended to the end! good game!![April 21, 2002: Message edited by: zukkov]
