the lagging isn't the player's stupidity, it's their ****ed connection. Get it right.   And if I see a rush of 5 flamers going into the base, you can bet your arse I'm gonna turn around and shoot them. It takes an idiot to ignore a large threat like that to take out one or two buildings. That is a good reason to turn and fight.   But the idiots who run after every enemy they spot...they need a good bonk on the head. the word RUSH is used for a reason. Maybe because you need to get there as fast as possible? Hmm, I wonder...