
Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Tue, 23 Apr 2002 07:38:00 GMT
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quote:Originally posted by CDRREMLAP:The other day I was playing on Hourglass and our warfac got destroyed early on. Now without the ability to build tanks I thought to myself "self... this should be an asswhopin" but to my surprize we won.Everyone started talking about the Famous Flamer rush on that map. The mines started coming out and every rush went down... We ended up winning on points. Now I don't know if it was sheer luck or just good teamwork. Has anyone noticed that on the smaller maps like Field and Hourglass if a War Fac gets destroyed early it's hard to defeat GDI forces?All I want to say is good job team on the game!!! Well, this can be explained qyute easily. As soon as a building is destroyed, everyone goes WOHO! and dont care anymore about teamwork, but the loosing team start to use defence plans. If nod had been bright, they would have get 3 snipers on top of the hill, and used Stank (why Stanks??? secret!!!)to take out the agt. or used art on to of the hill to attack your raf while you were defending against the flamer... But that's true. Once a single building is out, the team gets a lot more coordination.
