
Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:36:00 GMT

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I see that sometimes when the other team has only one building left, but incredibly tough to destroy it because the other team defends it so well. But it is much easier to destroy all the buildings relatively in a short period of time. This may be caused by determination not to lose that last building (which is what I think), or the last building has more security than defending the entire base. This is mentioned in another post, but in one of the games in Zukkov's channel last night, I was on NoD, and we ended up having only the Hand left. They came at us with Mammoths, Meds, Hotwires bent on mining the MCT, and Mubiuses, but failed of our joint effort in 2 of us defending the attackers and the other one as a technician putting 15 mines at each entrance (though I was annoyed in the middle where I got disconnected and lost my expensive Mendoza). We ended up losing to points, but at least our Hand didn't go down (they had an ion cannon set to go off about 5 seconds after time up)
