
Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:54:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yep - when you lose the tanks -- everyone gravitates to BD (base defense)No more "tank heros" They get the 1K units - which can handle FT rushes. (Mobi's come to mind) Plus being an engine is cool - because of all the credit you make repairing/fending off rushes. The sweet thing is when you capture an enemy APV and run back to their base and hotwire the OBI/HoN --- big surprise -- i've been in a couple of "WTF?" games when your buildings start to blow while your thinking the game is in hand. (Thank you very much Zukkov/Danzigger for that one- LOL) So - BD is the best thing to do i guess...
