
Subject: Most important things for a new player to learn?
Posted by [Anonymous](#) on Sun, 31 Mar 2002 06:39:00 GMT
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I have to agree about the barracks/hand killing before the fact/stip. Once the factory is down, everyone turns into infantry... There are many hotwires who mine furiously, and repair even faster. Any attacks made will almost always end in futility, and even if you have a stealth black hand, you have no hope of nuking because of the high number of mobius and patch characters running around the base. SO, newbies, go for the buildings in this order: 1. Power plant. (Only if it is a base defense map). 2. Barracks/hand. 3. Fact/stip. 4. Refinery/power (Only on non-base defense maps).
