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Subject: Best structure to take out first

Posted by [Anonymous](#) on Fri, 05 Apr 2002 11:33:00 GMT

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quote:I'd like to amend my first post. In all honesty what I said makes sense but I usually go for whatever I can hit and remain out of range. i agree, especially on maps with defense. some maps allow you to attack a building outside of defense range and doing that keeps them busy repairing. i'm not much of a rusher and have yet to take out a building as a tech or hotwire with c4, and only once with a beacon. but for those of you that do, i can't think of a building that won't hurt the enemy if they lose it. can you??

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