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Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 22:39:00 GMT

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I'd say it depends on the point the game is... If you have a chance to get out a building in the first moments of the game, go for the refinery. No money, no tank, no advance infantry.... Then use snipers to take out their infantry units from long range. If a little later in the game, PP is sure one of the best option. In maps without base defence, Hand of nod should be a priority, but with a well defended base, you won't really care about those stealth/beacons....

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