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Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 18:19:00 GMT

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Hmm.. i think the Hand of Nod is always the best target on a map with no defenses, because it stops those stealth&beacon rushes. But when i'm nod i always try to take their weapons-factory first and then dedstroy their harvester -> they are not able to build a new one. IMHO are the powerplant(makes the defenses useless) and the weapons-factory/airstrip(makes the rafinery useless) the best buildings to destroy.

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