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Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 17:15:00 GMT

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power plant id say is the best cause after that their defence doesnt work and everything hits doubled then their ore refs so the only way to get funds now is to kill some or something (and that will be a lot of doing to everything costing double) barracks they cant get any good guys to do a lot of damage to get any funds (why not war factory ask ... well b/c there humvee already costs 700 and the rest higher) war factory of course to end the game ... and if there is a gdi or oblisk ... (if the powers cut) save it for last b/c its useless

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