
Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 15:29:00 GMT

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quote:Originally posted by Ultron10:The building i would take out first would be the airstrip/weapons factory to stop those deadly tank rushes.I agree. I think if you take out the armor asap, you have a big advantage. APC's can run over most \$1000 characters AND they get engs to a base to destroy a building fast. Plus, since you have armor and they don't, their harvester is toast the rest of the game.Then it would be time to go for the Power Plant. Make characters cost more and doesn't it also knock out the AGT/Obelisk if they don't have power? Kill two birds with one stone.I also think a big part depends on the map you are playing and how it is laid out.
