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Subject: Rushing

Posted by [Jzinsky](#) on Sun, 19 Sep 2004 02:05:43 GMT

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j4S[p]I disagree, the Refinery should be a pretty high priority in the beginning of the game. Taking out the Refinery prevents the opposing team to purchase more high-tech vehicles and infantry early in the game. Thus, allowing sneaking and rushing without the risk of Proximity Mines.

In an early game instance the harvy would be a better target, as the refinery on its own only gives a couple of credits out..

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