
Subject: Re: Rushing

Posted by [NHJ BV](#) on Fri, 24 Sep 2004 07:49:38 GMT

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glyde51

1a. The Power Plant

2a. The War Factory/Airstrip

1+2b. The Base Defence

3. The Hand of Nod/Barracks

4. The Refinery

5. Others

Definitely depends on the map. On Walls_Flying, the Hand of Nod is the top priority for GDI to destroy because of the SBH+Nuke combination, for example.
