
Subject: Re: Which Building Would YOU Kill First?
Posted by [danpaul88](#) on Thu, 14 Sep 2006 15:29:10 GMT
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Repair Facility

nah, j/k. Depends on the map, and how the game is being played, but if I had a choice..

On base defense maps -> the PP definatly, disables base defenses AND doubles purchase costs

On non-base defense maps -> Refinery, having no money can really cripple any team.
