
Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 09:28:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

On maps with out defenses and those that have them, what are your favorite buildigs to take out first??To me, power is the best choice but barraks is the next improtant. I base that on the fact that so many times over a team has only a barraks defend itself well enough against vehicles and infantry. Base defenses dont have to go first, I have destroyed 3 buildings on City as the GDI before I took out their obalisk. First I went for the Hand (a team without a hand 5 min in the game is screwed over), then got their airfeld and then their tiberium refinery. Must I stress WITH THEIR POWER AND OBALISK STILL WORKING.

Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 09:45:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

it all depends on what side you are on.. and how your enemy plays..if there going to do a straight out flame rush into your base.. first would be the airstrip.. followed by the hand of Nodbut it doesnt really matter.. asl long as you win in the end

Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 10:22:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Power plant

Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 10:51:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

1.) Power Plant2.) Tiberium Refinery3.) War Factory/Airstrip4.) Barracks/Hand of Nod5.) Base Defenses(hehehe, all you need is stealth)

Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 10:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

1-Power plant2- If the map has no "D", then for GDI it is the Nod barracks, you want to eliminate that Black Hand ASAP, if you don't, you're screwed, especially when they start running around with nukes.But if you take out the power plant, the cost is 800\$ plus 1000\$ for a beacon, so power plant 1st is still the best choice.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 13:27:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

The building i would take out first would be the airstrip/weapons factory to stop those deadly tank rushes.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 13:43:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why does the install intro and the game intro and all the movies in the game stutters it is like they skip a little bit i was wonderinf if any 1 could help me out ty? i have a Amd Athlon 1050mhz 640 sdram geforce 4 64 mb ddr windows xp.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 14:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

this really doesnt belong in the "Tactics and Strategies" section.I have the same problem. Alot of people have that problem. Westwood doesnt like to help much, either. I dont know what to do, it has nothing to do with your computer, just bad programming i think....

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 14:07:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello. I'm on the GDI side and I'm in the mission where I have to find the captain to get a submarine key (the mission that I have to rescue the 3 prisoners). I can't find the captain!!! Please help!!! I have been running from top to bottom for a few times, going into all the areas that I can possibly get into but still no luck! Can someone give me a hand (before I kill those prisoners myself!!!)

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 14:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi, I have the same problem too. I have to skip those movies by pressing "Esc" key! I tried to contact Electronic Arts but haven't got a reply yet. I really want to watch those movies too! Apart from this, I love the game a lot!!!

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 14:17:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi JasrlsG@Y, The Butt Captian is in the cell with the Ass Admiral
_____ Actually if you use the TAB button to see
map and walk toward the front of ship and go all the way up the stairs to the observation deck he
is there. [March 26, 2002: Message edited by: AzWhoopin]

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 14:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

He's on the top deck at the north end. You need to go through the sub room to get to him.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 15:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Id go for the refinery, as long as nobody on ur team is an extraordinary idiot who keeps gettin
himself killed on and on (enemy earns creds for killin) the enemy is REALLY weakened.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 15:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You didn't sneak through a yellow right after a NOD came out did you? If you did then you'll have
to start the level over in order to find the captain.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 15:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 15:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi and thanks! Is the captain I need is the Nod captain (the one right up to the top of the ship), or is there another one (like AzWhoopin said the one in the cell)? There are 3 prisoners and don't tell killed him ages ago (coz he pointed his gun on me and I don't like that!!!). Lastly, about lenchmob's post... well I remember I did sneak through a door after a Nod came out coz I can't find that stupid key! I need more help, please (I don't want to start the level again)

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 15:40:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You may think you have killed the captain-I did-but are you sure? You may have just killed the first mate. when you killed the captain had you just gone past the landing area for Nod helicopters and you had been given a new mission objective to sabotage some missiles(not the sam missiles). By the way, those missiles are a reall biatch. It took m ages to find them before I stumbled over them. The orders to get htem came when i was heading in the wrong direction!

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 15:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Personally I like to take out the Refinery first because without money you can't buy anything to attack with. But really I don't think it matters what building goes first as long as its before one of your buildings go.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 15:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

on non defensive maps, I'd take out the warfactory/airstrip because I dough people will do good attacking something with a big defensive structor killing them almost instantly (more so GDI's AGT then Nod's Obelisk)non defensive structors I'd say tiberium refinery or hand of nod.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 16:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

When attacking GDI, I always go for the War Factory, since most of GDI's strenght comes from

tanks, and a mammoth rush is an ugly thing for Nod. For Nod, the Refinery/Hand is usually my first target.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 17:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Your right about whichever map your playing. I think of it this way when I choose which to destroy: With Barraks= advanced infantry and techies to repair building faster No barraks= no advanced infantry, no pestry little people who can kill your tank easily With Factory= vehicles "better than infantry" most ALOT EASIER TO SEE AND SHOOT AT!!!! No Factory= you get overwhelmed with little infantry that can dish out some good damage

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 17:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

power plant id say is the best cause after that their defence doesnt work and everything hits doubled then their ore ref so the only way to get fund now is to kill some or something (and that will be alot doing to everything costing double) barracksthey cant get any good guys to do alot of damage to get any funds (why not war fac u ask ...well b/c there humvee already costs 700 and the rest higher) war fac 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

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 17:28:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

In maps with base defenses: 1) Power Plant (Increase cost of Units / base power turn off-line) 2) Infantry Barracks / Hand of Nod 3) Weapons Factory / Airstrip
In map without base defenses: 1) Power Plant (Increases cost of units) 2) Hand of Nod / Infantry Barracks 3) Airstrip / Weapons Factory
Remember that the power plant is the most vulnerable building in those maps but hourglass. Then, it might be destroyed first to increase enemy units' cost and turn its base power off-line then the base defenses will also be offline. If you plan to place a beacon, place it outside the structure VERY near of it, then the enemy will loose time searching for it inside and might not have time to disable it in time. Another good way to destroy the enemy structure is infiltrating a Hotwire or Technician and plant all C4 explosives on it. After explode the remote C4, plant the timed ones and use the proximity one to cover the time ones, then the enemy will be forced to disable the proximity ones first, loosing time; then the timed C4 explodes and the structure is down. Hope you enjoy my tips!

Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 17:39:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

What i find is that when my barracks or war factory is destroyed i always losel can servive w/ out the refinery or power becasue i can earn money through killsbottom linelf yur war factory or air strip is killed on a map w/ defenses then yur screwed U don't really need a barracks/hand of nod if u have vehicles on base defenself both r gone than theres basically no chance of u winning

Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 18:19:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmm.. i think the Hand of Nod is always the best target on a map with no defenses, because it stops those stealth&beacon rushes. But when i'm nod i always try to take their weapons-factory first and then dedstroy their harvester -> they are not able to build a new one. IMHO are the powerplant(makes the defenses useless) and the weapons-factory/airstrip(makes the rafinery useless) the best buildings to destroy.

Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 18:56:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'd like to amend my first post. In all honesty what I said makes sense but I usually go for whatever I can hit and remain out of range.

Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 22:39:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'd say it depends on the point the game is... If you have a chance to get out a building in the fist moments of the game, go for the rafinery. No money, no tank, no advance infantry.... Then use snipers to take out their infantry units form long range. If a little later in the game, PP is sure one of the best option. In maps without base defence, Hand of nod should be a priority, but with a well defended base, you wont really care about those stealth/beacons....

Subject: Best structure to take out first

Posted by [Anonymous](#) on Tue, 26 Mar 2002 23:39:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have that problem aswell but if i play a little and watch a "movie", then play another "movie" its usually smooth

Subject: Best structure to take out first
Posted by [Anonymous](#) on Tue, 26 Mar 2002 23:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Same prob here, I thought I'd find a solution in the post but no luck. It really takes away from the mood of SP, I like to hear the story line not be annoyed by it!

Subject: Best structure to take out first
Posted by [Anonymous](#) on Wed, 27 Mar 2002 00:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

GDI: With base defenses: 1. Power Plant 2. Airstrip 3. Hand of Nod 4. Refinery 5. Obelisk
Without Base defenses: 1. Hand of Nod 2. Airstrip 3. Refinery 4. Power Plant
Nod: With base defenses: 1. Power Plant 2. Weapons Factory 3. Barracks 4. Refinery 5. AGT
Without base defenses: 1. Weapons Factory 2. Barracks 3. Refinery 4. Power Plant
That's my personal preference in general, but with certain maps it changes.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Wed, 27 Mar 2002 10:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmmm... I'm not too sure about that, but I guess I did kill the captain (and really I don't like someone pointing the gun at me!) and then... yes something came up later on for another mission. The captain that I killed was up at the front of the ship, and at the very top level of the ship. He is Nod and, obviously, wearing a proper captain's uniform. I guess I'm really lost in the game, and I have been running around the ship, from front to back and from top to bottom, trying to find that bloody security card (or whatever that is). Anyone got more ideas please let me know. If not, then I guess the last option would be to restart the whole mission.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Wed, 27 Mar 2002 20:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sounds like you have to restart. You must NOT kill the Capt before his time (out of sequence), because even though you get the necessary key card, the game won't let you into the sub. It took two restarts before I found out the problem. Search these forums for "Captain" or something and you'll find (somewhere) really clearer posts than this

Subject: Best structure to take out first
Posted by [Anonymous](#) on Thu, 28 Mar 2002 13:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Please visit our Tech support database for technical support. Thanks!

Subject: Best structure to take out first
Posted by [Anonymous](#) on Thu, 28 Mar 2002 19:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks! I guess I haven't got much choice...

Subject: Best structure to take out first
Posted by [Anonymous](#) on Thu, 28 Mar 2002 19:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Did you find my topic somewhere in this forum about that mission? It has the complete sequence about how to complete the mission the easiest way. I think I need to bump it up.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Fri, 05 Apr 2002 08:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

power plant to get rid of base defenses then the tiberium plant, then the AIRstrip.. then the barracks and the then the HAND OF NOd

Subject: Best structure to take out first
Posted by [Anonymous](#) on Fri, 05 Apr 2002 11:20:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by StarHawk: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. I also agree. I think it's wise to take out the main production facilities first (weapons factory/airstrip). It helps defense and offense greatly when you don't have mammoths or flame tanks, etc. to worry about, and most of the time, the enemy won't have it easy getting to your base with infantry.

Subject: Best structure to take out first
Posted by [Anonymous](#) on Fri, 05 Apr 2002 11:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:I'd like to amend my first post. In all honesty what I said makes sense but I usually go for whatever I can hit and remain out of range. i agree, especially on maps with defense. some maps allow you to attack a building outside of defense range and doing that keeps them busy repairing. i'm not much of a rusher and have yet to take out a building as a tech or hotwire with c4, and only once with a beacon. but for those of you that do, i can't think of a building that won't hurt the enemy if they lose it. can you??

Subject: Best structure to take out first
Posted by [Anonymous](#) on Fri, 05 Apr 2002 15:51:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

REFINERY!!! if u can rush that early, they won;t be able to buy squat. Why kill power first, it may slow them down, buy they still will get money. get refinery early, and your team can take a few breaths and organize well, knowing they will only face basic units for the most part after that barracks. if its gone early, the team might not worry about it , and u can go with the end game beacon, while they look for the beacon in some building that is still up, maybe eve BARRACKS FIRST if u want to play risky[April 05, 2002: Message edited by: bigbeanx]

Subject: Best structure to take out first
Posted by [Anonymous](#) on Fri, 05 Apr 2002 20:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is it just me or is the barracks alot easier to defend than the hand of nod?1 Hotwire can defend a barracks pretty well internally, especially if it is the only building left.(unless a stealth drops a beacon and noone gets to it) Maybe Westwood did this to make the game more even but with the barracks only having one entrance it doesn't require many Campers to hold onto it. It is really nice of course if Nod has no income other than kills and the power plant is down so they gotta pay double for the stealth. I've been on both sides and that building can be tough when it is well defended!

Subject: Best structure to take out first
Posted by [Anonymous](#) on Fri, 05 Apr 2002 21:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

the barracks is easier to defend internally because there's only one way in. the hand requires guarding 2 different entrances to keep the engy rushers out. plus the fact that any enemy inside a barracks will be seen the whole way in, while there are separate corridors inside the hon to keep defenders guessing which way you're coming from and make it difficult to put alot of firepower on you while you rush...

Subject: Best structure to take out first
Posted by [Anonymous](#) on Fri, 05 Apr 2002 22:45:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

i like hon better, just mine the entrances. ONE game on island nod had almost everything but hon. 3mammies and a mrls pounding away at hon and there were mobius and patches running around outside setting ion beacons. Some people even tried to go through the entrances (which i heavily mined and refilled each time) we won based on high scores from disarming beacons and blowing up the mammies with ravesaws, mendoza and lcs.

Subject: Best structure to take out first

Posted by [Anonymous](#) on Fri, 05 Apr 2002 23:27:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

GDI, TAKE OUT THAT STUPID OBLISK... it drives me crazy 'cuze there is no weakness and the stupid turrets wipe the floor with the obelisk. Nod, Power OR Barracks you dont want mobius,sidny[advanced],or havoc taken you out. period. Tttragg=^]

Subject: Best structure to take out first

Posted by [Anonymous](#) on Sat, 06 Apr 2002 05:09:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

On undefended maps :=====Definitively first the HoN/IB. This is the more clever choice.Why ? No more HoN/IB = no more mines, no more tech/hotwire = no more defensesAnd as GDI no more f00king stealth-nuker... You open the way for easy vehicle attack and easier beaconing.You can do this too if possible :
http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic&f=2&t=000653 A team who lose all but HoN/IB can win. I've seen/done it a lot of time... The opposite is true too : I never seen a team l00sing HoN/IB at the very start of the game, win in the end...Then destroy factory/airstrip and your enemy becomes harmless. And yes with no tech/hotwire/mines trying to defend against you, that's just easy... Now what's the use of refinery or power plant alone ???? Let them try to nuke you with character at 0 cost (lol), you will disarm all and increase greatly your score !On defended maps with AGT/Obelisk :=====Yeah depend of the map. But for a real victory, no real choice : power plant or tower is best.

Subject: Best structure to take out first

Posted by [Anonymous](#) on Sat, 06 Apr 2002 08:15:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

NO NO NO - Take out the MCV first J/KOn maps that have them Power Plant then WarFactory/Airstrip, Barracks/Hand of Nod/ then Refinery and finally AGT/Obelisk

Subject: Best structure to take out first

Posted by [Anonymous](#) on Sat, 06 Apr 2002 08:23:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

1.) Power Plant2.) Tiberium Refinery3.) War Factory/AirstripThen i like messes around by using stealth and keep runing them over and over again till time runs out. It is really fun with 2 on 2 and also REALLY funny cause they get really mad.[April 06, 2002: Message edited by: ADrunkinMonkey]

Subject: Best structure to take out first

Posted by [Anonymous](#) on Sun, 07 Apr 2002 01:21:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

if you dont destroy OB or AGT, how are u gonna destroy the rest? its not that easy you know...

Subject: Best structure to take out first

Posted by [Anonymous](#) on Sun, 07 Apr 2002 09:41:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

as far as the debate about the tib refinery remember if you take out the weapons factory/air field and then destroy the harvester no harvy(as i like to call them) will be produced to replace it and thus rendering the tib refin useless anyway.this kills two birds with one stonearn't kitkats which are solid chocolate better than ones with buscuit in them.thomo
