
Subject: Best structure to take out first

Posted by [Anonymous](#) on Fri, 05 Apr 2002 11:20:00 GMT

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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.
