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Subject: Best structure to take out first

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

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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.

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