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Subject: What's worse? losing barracks or wf?

Posted by [Anonymous](#) on Sun, 23 Feb 2003 21:56:00 GMT

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Losing the Barracks is much much worse. Infantry units are always more important with vehicles. Also infantry units give less points if they are hit or they die. Another thing, who do you think would win? 40 player server. GDI has lost their Weapons Factory and Nod still has all of their structures. 20 players on GDI have an assortment of units ranging from hotwires to gunners to Ion Cannon Sydney. Now who would win? 20 hotwires, gunners, and Ion Cannon Sydneys or 8 flame tanks, light tanks, and/or stealth tanks? I would bet on the infantry any day.

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