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

Posted by [Anonymous](#) on Sun, 23 Feb 2003 20:51:00 GMT

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I'm thinking the barracks would be the worse loss. Either building is best kept intact, but still.

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

Posted by [Anonymous](#) on Sun, 23 Feb 2003 21:12:00 GMT

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My opinion is considering the big picture losing the barracks hurts worse. The cheapest vehic is still more expensive than the cheapest char. Plus losing hotwire is definatly a bad thing. Another part of the equation is the map setup, base defenses / no base defenses.

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

Posted by [Anonymous](#) on Mon, 24 Feb 2003 01:24:00 GMT

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But if there is a bse defense, the WF loos gives the other time a thing of secure, cos If you have 1 APC + 5 (normal) enineers you can easily destry a bulding, but 5 Hotw + no APC ?Yeah I know, ther are several posybiltys to get into the bases but it is easyser to hold Inftaery (e.g. just ran over them with an buggy) than kill an APC. But it really depends on the situation and the Map.

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

Posted by [Anonymous](#) on Mon, 24 Feb 2003 04:04:00 GMT

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it depends on the map, if playing with base defenses it is bad to lose the wf, if playing without defenses it is bad to lose the barracks

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Subject: What's worse? losing barracks or wf?  
Posted by [Anonymous](#) on Mon, 24 Feb 2003 04:29:00 GMT  
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quote:Originally posted by rjs87: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.public server YES clan server NO. I would prefer to lose the WF.

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Subject: What's worse? losing barracks or wf?  
Posted by [Anonymous](#) on Mon, 24 Feb 2003 05:27:00 GMT  
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Definitely barracks is the worst to loose. Loosing the barracks means no more mines and whats worst is it then takes 2 engies to destroy a building. We all know how hard it is sometimes to find someone to tag along with you to engie rush. Speaking of lack of teamwork, I have seen many games Nod has lost because someone nuked the WF first. It seems like as soon as WF goes everyone gets a PIC or Mobius and starts defending. Any unorginized Nod rush of any kind will never make it against a base full of PIC/Mobius's. So unless you feel you got a well organized team never ever nuke WF first. That's just my opionin though.

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Subject: What's worse? losing barracks or wf?  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 00:08:00 GMT  
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bar

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Subject: What's worse? losing barracks or wf?  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 09:57:00 GMT  
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quote:Originally posted by cheeta31:it depends on the map, if playing with base defenses it is bad to lose the wf, if playing without defenses it is bad to lose the barracksCtrl + 7

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Subject: What's worse? losing barracks or wf?  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 15:37:00 GMT  
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Id say the WF is worse to lose if the map has defences, it makes it almost impossible to run into a

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base and take out a few buildings but a map without defences would suck to lose the Bar. lose that and lose your defensive mines

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Subject: What's worse? losing barracks or wf?  
Posted by [Anonymous](#) on Wed, 26 Feb 2003 07:42:00 GMT  
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Indeed, try winning on maps like City when you are Nod without vehicles

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Subject: What's worse? losing barracks or wf?  
Posted by [Anonymous](#) on Thu, 27 Feb 2003 11:29:00 GMT  
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Last night I played a game on Mesa. When I joined, the airstrip was down. I was Nod. We were about 3000 points behind (GDI 7500 Nod 4500). Everyone bought LCG, Technicians, and Raveshaws, and we kept pounding GDI's Harvester and every tank they sent to our base for points. Later they managed to take out our refinery, still, everyone had at least 500 credits for another LCG. This was with about 8 minutes left. In the end, we (Nod) won by simply defending our base, with about 2000 credits more than GDI (GDI 16000 Nod 18000).

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Subject: What's worse? losing barracks or wf?  
Posted by [xpontius](#) on Thu, 01 May 2003 16:26:02 GMT  
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Unless you like to point whore and love metal i think bar as said most of the way down is more important to the well being of your base

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Subject: What's worse? losing barracks or wf?  
Posted by [Majiin Vegeta](#) on Thu, 01 May 2003 16:45:05 GMT  
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if you kill the wepas firsts its bad for Nod as GDI just buy loads of pics/mobuisses which eats up any attcks made my Nod

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Subject: What's worse? losing barracks or wf?  
Posted by [coolmant](#) on Thu, 01 May 2003 22:26:16 GMT  
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War Fac. Think about it, you can't produce vehicles, so the other team rushes you with flame tanks or mammoths. Who will win? :rolleyes:

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Subject: What's worse? losing barracks or wf?  
Posted by [dArKz3rO](#) on Thu, 01 May 2003 22:39:42 GMT  
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coolmant u arent too bright are u :rolleyes: ? almost everyone above has said that a rush of tanks would quickly be chewed up by pics or ravs, and i agree. Besides, who would rush with mammys and give the enemy all those points...? your best bet on a base defence map when u lose wf or air is to point whore on the other teams rushes and try for a win by points

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Subject: What's worse? losing barracks or wf?  
Posted by [DukeLeto](#) on Fri, 02 May 2003 00:12:19 GMT  
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IMO, PP ios the worst thing; without one, you basically can't buy anything and your defenses don't work...

But of the two, I say WF because without it, you have no vehicles, whereas you still have 4 character choices if you lose ref. Besides, with no vehicles, your team will be owned by Snipers.

And yes indeedy, I HAVE single-handedly taken out many a high-price vehicle as a free character.

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Subject: What's worse? losing barracks or wf?  
Posted by [coolmant](#) on Fri, 02 May 2003 14:50:14 GMT  
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dArKz3rOcoolmant u arent too bright are u :rolleyes: ? almost everyone above has said that a rush of tanks would quickly be chewed up by pics or ravs, and i agree. Besides, who would rush with mammys and give the enemy all those points...? your best bet on a base defence map when u lose wf or air is to point whore on the other teams rushes and try for a win by points

Not too bright? I have been playing this game for as long as its been out, so 2 years (I don't remember.) Anyways, I am smart enought to know that vehicles are what make Renegade the game that it is. So think next time before you post. :rolleyes: Also, why do you think vehicle rushes work in Renegade? I will run you over in my tank if I see you ingame. BTW, how do you expect to attack someone's base if they have base DEFENSES? Do you think that your 1000 point character can take out an AGT or Obolisk? NO WAY. :rolleyes:

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Subject: WF is of course far more worse  
Posted by [jsival](#) on Sun, 04 May 2003 10:34:56 GMT  
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I have played Renegade more than a year and it's far more worse when you lose the WF. Especially in maps with base defences. TANKS will give you the power the team need and also the points. Infantry can be easily killed by the advanced tank driver. And tanks are far more

difficult to destroy. In maps without base defences the Hand of NOD would be of course a great loss to NOD because of the technicians and the sthblack hands who will place beacons in the GDI base. But in games with base defences you will be doomed if the WF or AS is destroyed.

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

Posted by [Commando no. 448](#) on Sun, 04 May 2003 14:43:49 GMT

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I would prefer having the barracks. Because infantry are the variety in the game. Infantry can do any role expect charging a base defence. Vehicles are best used against vehicles. The anti-infantry vehicles are weak and would be chewed up by snipers or a few well place anti-tank shots. Infantry are also needed to hold down the places tanks can't go. Sure the shotgun can shine in the tunnels but it is nothing compared to the tiberium weapons in there. And tanks aren't the ones clearing out bunkers (well maybe an arty shot) you need infantry to get in there and chase the enemy out of fortifications. And where would we be without the hotwire as said above? And who would take out the artillery weapons? 3 MRLS would chew up a tank trying to leave a base. But a sniper in could slip out the tunnels and make those MRLS wonder where their health is going. And where would Nod be without the stealth black hand. He is the one that slips up behind snipers and into buildings to plant the nuke. Try planting a nuke with a rifle infantry. How about recon? I am sure it is harder to spy when your in a buggy then when you are hiding with a sniper. And what would you do without your PIC players? Those flame tanks wil BBQ the medium tanks but will have trouble getting that PIC just out of reach on the hill or in the tunnel.

So you see how variety of the barracks outweighs the slugging power of the war factory?

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

Posted by [Bassoonboy](#) on Sun, 04 May 2003 15:21:08 GMT

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If you lose the bar you can actually use it to your advantage. Rush and get a couple of shots in on their 1000 credit characters, and get more points from that then they do when they kill you. And, it is possible to fight tank rushes with engys :twisted:  
c4 hehehehhehhehhehheh c4 booom hehhehe

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

Posted by [xpontius](#) on Mon, 05 May 2003 16:41:46 GMT

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Just dont get squished by those faster tanks

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

Posted by [HTDana](#) on Mon, 05 May 2003 16:45:32 GMT

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On the whole, I'd rather lose the WF. There's just too much defensive and offensive variety coming out of the barracks, between PICs/Raveshaws and techs/Hotwires (never mind all our personal favorites notwithstanding).

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Subject: What's worse? losing barracks or wf?  
Posted by [\[sg\]theOne](#) on Wed, 07 May 2003 05:16:49 GMT  
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bar is worse.  
having a wep doesn't help repair shit faster.

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Subject: What's worse? losing barracks or wf?  
Posted by [Afromn96](#) on Wed, 14 May 2003 03:12:55 GMT  
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i have won many times when losing WF i always snipe the engis that get out of their vehicles 2 repair them in field. Me and a friend once were bh's sniping and they had 2 mammys in the field engis got out 2 repair it 2 head shots and the game was won, they didnt expect 2 mammys commin 4 em, lol

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Subject: What's worse? losing barracks or wf?  
Posted by [-Tech-](#) on Wed, 14 May 2003 05:19:41 GMT  
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GDI's strength lies in their armor, Nod has the edge in Infantry units in my opinion, so losing the Weapons Factory for GDI and the Hand for Nod would be the worst.

I just can't live without my Med tanks or SBH's!

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Subject: What's worse? losing barracks or wf?  
Posted by [Argon Vex](#) on Sun, 18 May 2003 10:31:25 GMT  
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I'd rather lose vehicles than characters. Vehicles are more easy to hit, and there are more sorts of infantry to choose from. And Infantry is cheaper...

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Subject: Re: What's worse? losing barracks or wf?  
Posted by [Nightma13](#) on Sun, 25 May 2003 16:39:40 GMT

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Nightma13bar

now why am i a guest there?

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Subject: Souper

Posted by [Azndemon989](#) on Mon, 16 Jun 2003 19:50:20 GMT

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If you had to choose between saving the barracks or the weapons factory, then you better save the barracks. Unless you are playing against complete losers..you better save the barracks. You can wipe out an army of tanks with half as many Syndies (Personal ion cannon) or Ravashaws. Piece o' cake.

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

Posted by [maytridy](#) on Mon, 16 Jun 2003 21:11:02 GMT

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Depends.....

Map with base defences: WF is more important.

No base defences: Barracks is more important.

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

Posted by [General Havoc](#) on Mon, 16 Jun 2003 23:43:39 GMT

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Loosing both is worse because some n00b keeps shooting the enemy with a blue repair beam and sticking black boxes that explode to friendly tanks. Also when they go into a friendly building and place C4 along with the enemy at the MCT and repair them. Believe me i've seen these things happen.

\_General Havoc

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

Posted by [newcmd001](#) on Tue, 17 Jun 2003 14:50:00 GMT

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Really? Then they must be a pure n00b lol.

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For the answer, losing Barracks is worse on all maps, except if you lose it in a base-defensed maps and your base defense is still functional. Losing the weap is worse before there's almost no way to attack AGT/Obi w/o tanks.

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Subject: What's worse? losing barracks or wf?  
Posted by [Nuttavud1](#) on Mon, 30 Jun 2003 14:21:38 GMT  
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I think,It's up to personal playing styles. For example; I played map Under,My team won by didn't use any tanks( Def by Sydney ).The scores is most important in the map that there are base defenses(The team that always attack and lost lots of units,It will give another team's scores LOL ).

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Subject: What's worse? losing barracks or wf?  
Posted by [yahoo](#) on Thu, 17 Jul 2003 20:39:07 GMT  
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i think the barracks is the worst to lose cuz one time the blew our wf and our defences and they still have all thier buildings intact we rushed the obby with all our infantry people we blew up the obby and started doing gunner rushes and before we know it we won

oh yea for the record the map is feild and theres no time limit we rushed for about 1:30:24 i believe and won its was the longest battle ive ever been into

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Subject: What's worse? losing barracks or wf?  
Posted by [newcmd001](#) on Fri, 18 Jul 2003 10:58:46 GMT  
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Nuttavud1I think,It's up to personal playing styles. For example; I played map Under,My team won by didn't use any tanks( Def by Sydney ).The scores is most important in the map that there are base defenses(The team that always attack and lost lots of units,It will give another team's scores LOL ).

Well, when we talk about tactics it's not about point, clear? Anyway, yeah, personal playing styles. Everyone has one.

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Subject: What's worse? losing barracks or wf?  
Posted by [Nuttavud1](#) on Sat, 19 Jul 2003 15:28:26 GMT  
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Hey!The methods to get more points,Those are tactics.

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

Posted by [newcmd001](#) on Sun, 20 Jul 2003 14:10:24 GMT

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No... points are not tactics. Points are things to decide who control the battle and will win. Tactics bring you points!

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

Posted by [Nuttavud1](#) on Wed, 23 Jul 2003 12:42:24 GMT

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Yes,I told you. The methods to get points,those are tactics. METHODS

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

Posted by [newcmd001](#) on Wed, 23 Jul 2003 13:19:51 GMT

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Ok then

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

Posted by [Jaspah](#) on Wed, 23 Jul 2003 17:08:31 GMT

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coolmantdArKz3rOcoolmant u arent too bright are u :rolleyes: ? almost everyone above has said that a rush of tanks would quickly be chewed up by pics or ravs, and i agree. Besides, who would rush with mammys and give the enemy all those points...? your best bet on a base defence map when u lose wf or air is to point whore on the other teams rushes and try for a win by points

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attack someone's base if they have base DEFENSES? Do you think that your 1000 point character can take out an AGT or Obolisk? NO WAY. :rolleyes:

Maybe a organized group of GDI could make it to Obelisk, But, AGT... :rolleyes:

As for my opinion, Both structures are equally good.

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Subject: What's worse? losing barracks or wf?  
Posted by [B.N.C](#) on Mon, 28 Jul 2003 12:30:49 GMT  
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Guys, it's so simple, you get more points with vehicles and also you can easy rush with vehicles on maps with base defences, so it's simple. WF is worse to loose.

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