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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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