
Subject: Re: Point Whoring

Posted by [NHJ BV](#) on Mon, 31 Mar 2003 09:55:55 GMT

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spock333Then I guess I don't get it. Why not continue the attack in order to benefit your team and dare the enemy to do something about it if they can???

Also, when using GDI artillery since you can't really tell if the refinery is being repaired how do you determine if you are "point whoring"?

If you press "K" you can see how healthy () any building is. Besides, you might notice it if it still isn't destroyed after 10 minutes...

Another aspect of point whoring is doing it from a place where you can hardly be destroyed, like the MRLS base2base thing on Islands.
