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Subject: Do "Point Whores" Hurt The Team?

Posted by [m1a1\\_abrams](#) on Thu, 27 Apr 2006 00:38:39 GMT

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Just curious what everyone else thinks about this. The usual defense of players who "point whore", is that they are helping the team by gaining points. While it's true that they gain points, if it's clear that the building you're attacking cannot be destroyed by you alone, you're also giving the enemy points by repairing. Granted, you receive more points for attacking than defending, but is it worth it over a short period of time?

Although there are exceptions, the enemy will usually have about as many Hotwires/Technicians repairing as you have vehicles attacking. It's only with vehicles that are particular powerful against buildings, like Mammoths or Stealth Tanks, that you can out-damage the Hotwires/Technicians fast enough for it to be noticeable. So most point whores will not actually be "tying up" the enemy team in repairs... at least not anymore than they are tying up themselves, by continuing to attack a building that they cannot destroy. If the enemy team is restricted to free Engineers then perhaps you could use point whoring more cleverly.

After having established that point whores rarely help the team effort in any other way than providing a gradual stream of points, then is it really worth it? You could lose by base destruction while most of the team is creating points lead that will be ultimately worthless. Even if it's clear that the game is unlikely to be decided by base destruction, point whoring may actually help the enemy team get back into the game. If you can safely attack buildings for the entire duration of a game, your team's score is bound to be way ahead of the enemy. That said, point whores may only get a few chances to attack buildings (chances that they will always take in a bid to be MVP), yet there may not be enough time for the net gain in attacking points vs repairing points to become obvious. If you can't point whore for long enough, you could keep the scores closer together than they should be. If the enemy is organised, they could mount a counter-attack to swings the points back in their favour, when they should have been too far behind. In that situation, if your team had stopped attacking the buildings and concentrated on destroying all enemy units attempting to retake the field, then you would be gaining points without giving any back.

Personally I don't think that simply gaining points is always the best way to help your team. Gaining points by attacking buildings is better than doing nothing at all, so in a sense you could argue that it's always helping the team... but depending on the situation, there are much better ways. Holding off from attacking buildings and laying siege to units leaving the base entrance can often be more effective at ensuring the victory, particularly over short periods of time. So if you are aware of this, yet continue to attack buildings that you can't destroy, regardless of the situation, then I'd say you're more interested in your own score than whether your team is victorious.

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