
Subject: Re: Do "Point Whores" Hurt The Team?

Posted by [Sniper_De7](#) on Thu, 27 Apr 2006 00:47:54 GMT

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"point whoring" is a little vague. If, say, I was on the hill on hourglass, I could pointwhore and tell which tanks go where not to mention hold the hill and shoot at the hand all at the same time (or if i was Nod WF/Ref/PP) However, if it was say Under and I'm an APC I can get 4000+ points and the next person on my team could hardly manage over 500 points yet my team is still winning, without the near-unanswered points and the vehicles I destroyed, my team would be down 4000 points. It really just depends on the situation. In a game where base destruction generally never happens, every point can count. So a map like hourglass (if there wasn't hill camping, it just becomes a camp fest and who can get the most points off eachother) and that's usually what happens. Or if it's Under, a team usually can never base kill unless the other team really isn't that great. So like I said, every point can count. But if you're just wasting the vehicle limit away or if a teammate says that they're rushing so and so side and the person doesn't make any effort to do anything, that's where it gets more into interfering and wrong.

Oh, not to mention if you were guarding the enemy's warfactory/airstrip and keep them from buying vehicles, meanwhile shooting their building, that might be considered point-whoring but you're being useful. Though, if I'm on the airstrip my team would hardly ever buy tanks even though the fact that i'm preventing the enemy to buy vehicles is sort of key to winning so I'm basically doing it for nobody and it often messes up since no one actually comes to help.
