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

Posted by [m1a1_abrams](#) on Thu, 27 Apr 2006 13:00:22 GMT

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Perhaps "point whoring" was a bad choice of words. I only used it because that's generally what the guys in the MRLS get called, but you could be a Havoc or an APC shooting vehicles. I meant people who shoot buildings exclusively. When it's clear that a game will definitely come down to points, that latter kind of point whoring doesn't really have a disadvantage. We all know it's cheap and lame, but the fact is that they aren't giving many points back to the enemy (if at all), while making huge gains.

I was thinking more about a guy on the cusp of MVP, driving his MRLS out to get a few last shots on the enemy buildings before the game ends. Since he's not going to have time for the points of attacking vs repairing to build up, the enemy will get at least half of the points straight back. That still puts your team ahead, so it's better than nothing. However, if you could have gotten more than half of those points you received in another way, you'll better secure the points victory. Killing a couple of Stealth Tanks, for example. If the whole team took this approach, I think games would end less close in score... although one guy killing a few tanks isn't going to do that much, with everything else going on around him.
