
Subject: An opinion piece - "Pointwhore"

Posted by [Spoony](#) on Fri, 13 Apr 2007 11:14:24 GMT

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I believe the word "pointwhore" is a word used by sore losers to make themselves feel better about the fact they're losing to someone better than themselves.

Tanks can attack buildings from long range. What the "pointwhore!" whiners always fail to grasp is that the siege strategy is COMPLETELY POSSIBLE TO COUNTER. Yes, "possible". Not "impossible".

If someone is sieging you with artillery, lights or meds, here is what you do about it.

Get tanks and kill their tanks.

If you try to do this and you fail, then I ABSOLUTELY GUARANTEE YOU that one of the following statements is true:

1. The opposing team has greater tankskill than your team (yes, there is such a thing as "tankskill", believe it or not)
2. The opposing team has better teamwork than your team, in the sense that they are focusing more players into the overall sieging effort.
3. both of the above

So, let's summarize that even further to make the point more apparent.

If you try to rush their sieging units and fail, then one of the above is true:

1. the enemy is more skilled than you
2. the enemy has better teamwork than you
3. both of the above

If either or both of the above are true, then surely the enemy DESERVES to be beating you. Claiming the sieging tactic to be "lame" or whatever you want to call it is asinine, because it is perfectly possible to counter it. If you have a greater level of skill and teamwork to your opponent, you WILL counter it. If you have a roughly even level of skill and teamwork, you have a fighting chance of countering it. If you don't have the same level of skill and teamwork, you'll fail.

Now, on to the "OMFG POINTWHORE GET SOME SKILL!" part. The classic whine dished out by sore losers is that it doesn't take skill to shoot a building with a tank.

This is technically true, but it is taking the entire situation out of its necessary context.

It does not take skill to put C4 on a building's MCT. The skill and strategy is required to get you there in the first place and defend it if necessary once it's placed.

It does not take skill to rush a building with a flamer or stank, you just press accelerate and the left mouse button for god's sake. The skill and strategy is doing it at the opportune time.

It does not take skill to lay a beacon down. The skill and strategy is doing it at the opportune time and defending it effectively.

So, what about tanks? It doesn't take skill to shoot a building with a tank. The skill comes into play when your opponent tries to stop you.

If a skilled player has a tank sieging a building, and an unskilled player rushes them to try to make them stop, the skilled player will win, and the sieging player can go on sieging.
If an unskilled player has a tank sieging a building, and a skilled player rushes them to try to make them stop, the skilled player will win, and the siege will be broken.

Correct usage of tanks can truly demonstrate a player's skill. Tankfighting is one of the most skilful aspects of this game.

So: a quick summary. If someone's sieging you, get your team organised, get tanks, and do something about it. If you try this and fail, the enemy is better than you. Instead of throwing out the good ol' "pointwhore" whine, learn some sportsmanship and accept the fact you lost fair and square thanks to a more skilled, better organised opponent.

Discuss...
