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

Posted by [m1a1_abrams](#) on Thu, 27 Apr 2006 01:03:53 GMT

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I mean the kind of people who grab a vehicle and then go hit the closest building every game, with no intention to participate in team strategy. They defend themselves if attacked, then go back to attacking the closest building again.

What I'm wondering is whether or not it's true that the points gained by the kind of behaviour always helps the team, taking into account that the enemy receives a portion of those points in return. Surely there are many situations where, over a short period of time, shooting units to gain points would put your team further ahead than shooting buildings. You get more points from hitting buildings, but the enemy gets a lot of it back and it needs to build up over time to form a substantial points advantage. Like you say, often games come down to all the points you can get, but that goes for the enemy too. Wouldn't it be better, let's say, at the end of a close game, to go for less points but a larger lead over the enemy score?

Edit: This isn't meant to be a post against "point whoring" in all forms btw. I do it just as much as everyone else from time to time... besides which, it's not point whoring if you have a purpose other than points gain. People might accuse you of it though.
