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Subject: Re: Do "Point Whores" Hurt The Team?  
Posted by [w0dka](#) on Tue, 02 May 2006 12:33:08 GMT  
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Sniper\_De7 wrote on Mon, 01 May 2006 15:01 How is it going to get stolen? The idea would be the havoc would have to get up close, which, as said, the arty would then proceed to kill it. by the time the havoc got say 20 feet from it, the havoc then has to shoot 7 times before it can kill it. (so it's probably like 7+ shots for the arty to kill the havoc, which isn't all that hard, not to mention that if the arty wanted he could repair for 61 points during the time the havoc is shooting at him and he'd have to wait for another reload. so the idea is, in a 1v1, there is no possible way for the havoc to win because it'd have to put c4 on it or steal it. (on capable of being up close) There's another way but it mostly relies on the terrain (shooting under the art)  
Oh, and yes, the arty \*can\* shoot and repair at the same time. shoot till he's almost killing you, repair, repeat. (That's why it's probably a bad idea to buy a havoc alone on field for a 1v1 since the guy could just keep shooting the WF until it eventually dies.

Arty> havoc (for 1v1)

right,

not to mention that the havoc run out of ammunition !and! if he tries to get close he will get killed! experienced drivers can bodyshoot you with a arty in close range combat...or even headshot..so the Havoc dies damm quickly.