
Subject: Re: An opinion piece - "Pointwhore"

Posted by [Sniper_De7](#) on Fri, 13 Apr 2007 13:51:36 GMT

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It would be stupid to rush in some cases if you're sieging. Granted, everyone wants a win by basekill. But if the other team has tanks in their base it is almost a given to wait until all or most of the opposing teams vehicles are gone before rushing. Even then, instead of rushing you could just move in. I mean GDI's main strategy in field isn't exactly even shooting at buildings all together, but rather lay back to the point where a bunch of vehicles can fire on the same target. Not exactly point-whoring, it's just pretty much the most efficient way to win. You don't *have* to move in and attack the HoN. When gse still played clanwars and we fought some clans we didn't just charge in each time. We waited till the right time after we killed a bunch of vehicles first. It is a lot easier to defend than it is to attack. A rush *could* work without killing the vehicles; but who's really going to want to risk their team's win if they don't have to?

One thing that "grinds my gears" is people who complain about hillcamping on hourglass. Having at *least* one person on the hill, just to tell your team what vehicles they have and where they are is important enough, not only that.. but you could keep one busy repairing while doing it... *plus* you have an extra person defending if htey came from middle instead of sitting in your base with havocs camping around the fire.

Yes... if you eliminate the rule of no hillcamping, people on the other team will HAVE to try and kill you on the hill instead of just staying inside their base. I mean unless you want to keep Hourglass to be officially the most boring map ever, you wouldn't make the rule. And before it gets said, yes... it is possible to stop people that are on the hill, GDI or Nod. No, you might not be able to do it yourself if the other team has some coordination and other people helping them take the hill. Otherwise, if htey do have too many on the hill, it leaves their base open on the side.

and yes, i've met people who just stay attacking the buildings when there's an enemy in front of them. I'd more sooner just call them morons than i would for any other term. I just use them as a meat shield and eventually they'll have to fight back or they die, either way's good for me.
