
Subject: Re: a question about keeping the pressure
Posted by [snpr1101](#) on Thu, 22 Jul 2010 07:05:19 GMT
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Starbuzz wrote on Wed, 21 July 2010 10:36 So in a AOW game you are hitting buildings with offensive vehicles. I am specifically talking about 1 player with a offensive vehicle hitting a building (Med/Light, Art/MLRS, Orca/Apache).

By hitting, the pressure is kept on that building and on the enemy team while the pointslead is being increased also.

But is there ever a line for doing this or a proper way of doing it? Hitting a building all the time that is being repaired gives them lots of credits to use. To somewhat be productive during hitting, different buildings can be attacked to keep the enemy running around repairing.

My main question is this: at what time should I stop?

Quote: To my understanding, every point of damage that is done can be repaired equally. I.e An arty grants 20 pts per hit to a structure. An Engi/Hotwire can in turn repair that damage and earn their team 20 pts. Scratch That, Just tested in multiplayer practice and you can't repair every point of damage done; only a fraction of it.

Where the actual points lead is made is by damaging those inside with splash. That all adds up. If you have 4 Arties whoring one building; and GDI is keeping it alive. That's 4x Splash to x amount of Hotwires inside. Notice how Hotwires just run for refills? That's where they lose the points.

I say you should do this for as long as possible in both timed and marathon games. Why?

1. Whored buildings need to be repaired (duh). Thus by whoring multiple buildings with multiple vehicles you are keeping multiple players on the opposing team busy and on the defensive which means they can't get in a vehicle and pose a threat themselves.
2. With so many Hotwires repairing 2 comes a lot of extra splash damage bonus. As mentioned before, this is where the lead comes from.
3. It is argued that whoring just gives the other team credits. This is true. However, if Hotwires stop repairing buildings to spend their credits on vehicles / other characters; the chances of getting a building kill increases - especially if you have 6+whoring arties.
4. The only time you shouldn't whore is on marathon games where they have no refinery and get repair credits to camp with Mammoth tanks / Bar characters etc. These situations are those in which you should be killing what vehicles and characters they have and then plan to win the game decisively (i.e Rush).
5. Vehicles and characters that pose an immediate threat take priority over whoring. By killing an opposing Med or Pic, for example sets their team back by 800-1000 credits. This extends your window of opportunity to get a building kill or deal enough damage to get a comfortable lead for your team.

So the more you whore - the more money you have to give to your team - the splash gives your team the lead - it keeps your opponent occupied and inhibits their ability to win the game, essentially.

I'm quite confident that each point of damage done can be repaired; yet I half expect someone to prove me wrong on this. If you think otherwise, please say so. I don't wish to give misleading information; this is just how I've always looked at the game.

Hope I helped.