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Subject: Point whoring?

Posted by [Nukelt15](#) on Sat, 10 Jan 2004 21:48:50 GMT

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Depends on how it's used. If that point whore ties up the entire enemy defense while your team does something useful, more power to them.

IMHO, there's a very simple solution to hill-campers on hourglass: buy one of your own artillery, and blow them right off the hill. It's not that big of a problem, really- if there's a whore on the hill, that's one less person that's on defense at their base. I don't see how that can be called base-to-base, either- the top of the hill is the middle of the map. I've never seen anyone complain about any of the other maps where you can hit the enemy base from the middle of the map.

I'm an engineer about 3/4 of the time I play, most often because nobody else wants to give up their attacks for a little repair time. The surprising thing is that, by the end of the game, I'm usually in one of the top 3 spots on my team.

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