
Subject: Kill Whoring.

Posted by [Foxtrot](#) on Tue, 13 Feb 2007 01:23:09 GMT

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Kill whoring, when the enemy clearly has you beat example;Has your defenses,Wf, and ref dead early on in the match, but instead of finishing you chooses to mearly keep your base alive while killing you with apcs/ramjets. So basicly I just want to know if Im not alone in that if that happend in a server I was moderating I would give them the option to finish it or be kicked.

Subject: Re: Kill Whoring.

Posted by [Sniper_De7](#) on Tue, 13 Feb 2007 01:32:50 GMT

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how else can i vent my rage for the millions who buy a ramjet the minute the opposing team's barr/hon dies. Especially applicable on city flying because once they lose their precious barracks/HoN they lose everything they have because the ramjet guy/gal knows he can't use anything but one, and i know it too. that's why i pretty much want to kill them right away, and when they're power is down it is me killing as many as I can as fast I can in certain amount of time. If my team cared about me they'd leave the AGT/ob but that's not always the case

Subject: Re: Kill Whoring.

Posted by [puddle_splasher](#) on Tue, 13 Feb 2007 07:02:34 GMT

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Foxtrot wrote on Mon, 12 February 2007 19:23Kill whoring, when the enemy clearly has you beat example;Has your defenses,Wf, and ref dead early on in the match, but instead of finishing you chooses to mearly keep your base alive while killing you with apcs/ramjets. So basicly I just want to know if Im not alone in that if that happend in a server I was moderating I would give them the option to finish it or be kicked.

Sometimes a player can be working hard all game towards MVP without kill whoring therefore to "END GAME" takes away that oppportunity and gives the kill whore the better oppportunity.

Afterall the whole point of the game is to destroy all buildings.

Tough shit if your team cannot defend a base to prevent this situation from happening. They had the opportunity to prevent it from happening as did every other team player. If you cannot play as a team then suffer the consequences.

I will play till the final building is destroyed, if it means that someone kill whores then so be it. next you will want to "END GAME" due to someone point whoring in a vehicle oops while we are it perhaps we should "END GAME" because an engineer has to many points for continually repairing or do you want to take that away as well.

The game is a fight to the end.

Subject: Re: Kill Whoring.

Posted by [Sniper_De7](#) on Tue, 13 Feb 2007 11:23:47 GMT

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Also to add, I'm not going out of my way to finish a game where the other team is sure to lose yet they still repair. If they want the game to end so much, they just won't repair. Sure enough SOMEONE will come along and shoot the building. Sometimes killwhoring can be good because otherwise those people might run out with 10000 flamethrowers and the tanks never have time to shoot at the building. I mean if you can't kill someone even though they're shooting at your team's vehicles, you got something wrong with the rules (hi n00bless)

Subject: Re: Kill Whoring.

Posted by [Goztow](#) on Tue, 13 Feb 2007 11:33:38 GMT

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So true, Sniper De. Kill whoring with an apc is my revenge to all the n00bjets that just wait until u're unaware and start typing something.

Subject: Re: Kill Whoring.

Posted by [jnz](#) on Tue, 13 Feb 2007 14:07:24 GMT

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its funny when apcs or some sort of vehical does it. you can hide behind a tree or something, so they can't hit you. they are always stupid enough you come really close to you. they have a nice brick of c4 on them

Subject: Re: Kill Whoring.

Posted by [Renx](#) on Wed, 14 Feb 2007 01:54:35 GMT

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Shotguns make short work of havocs anyway

Subject: Re: Kill Whoring.

Posted by [Sniper_De7](#) on Wed, 14 Feb 2007 05:07:03 GMT

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if the guy with the havoc is really really bad

Subject: Re: Kill Whoring.

Posted by [puddle_splasher](#) on Wed, 14 Feb 2007 06:56:04 GMT

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Renx wrote on Tue, 13 February 2007 19:54Shotguns make short work of havocs anyway

You must be really good if you can leave your base whilst surrounded by 1000 point snipers, sneak up on them then take them out.

But then again you sound as though you may be the type to lose the base in the first place.

An APC or tank is perfectly suitable for the snipers, especially as I am the one that will be point whoring their buildings and destroying the base in the first instance. Thus allowing my team the time to get a few snipers that will pin you down.

Subject: Re: Kill Whoring.

Posted by [jnz](#) on Wed, 14 Feb 2007 13:25:53 GMT

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i have killed many many snipers with a shotguner. even when surounded by them.

Subject: Re: Kill Whoring.

Posted by [mrpirate](#) on Wed, 14 Feb 2007 14:31:02 GMT

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It doesn't matter how good you are, as long as the Havocs/Sakuras aren't terrible there's not much you can do with a Shotgunner against them.

Subject: Re: Kill Whoring.

Posted by [bisen11](#) on Tue, 27 Feb 2007 07:18:53 GMT

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Teh n00bjet. Very annoying when your bar/hon is wiped out. If your good (and it's a non-base defense map) you can sometimes sneak past all of the enemy and make it into their base (walls is a good one for that). And if you happen to have a beacon (which your usually overflowing with cash and nothing to spend on at this point) you can set it in there and most of the time they're so busy on offense that they don't bother looking for it. A couple years back I remember I was able to sneak into Nod's ref as a grenadier and kill the structure. No one even tried to stop me :/ .

Back to the topic, sereiously annoying and they should just lay the beacon and cover it with the apcs and end it :/ .

Subject: Re: Kill Whoring.

Posted by [flyingfox](#) on Thu, 15 Mar 2007 04:17:04 GMT

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Sniper_De7 wrote on Mon, 12 February 2007 20:32 how else can i vent my rage for the millions who buy a ramjet the minute the opposing team's barr/hon dies. Especially applicable on city flying because once they lose their precious barracks/HoN they lose everything they have because the ramjet guy/gal knows he can't use anything but one, and i know it too. that's why i pretty much want to kill them right away

They say forgiveness is man's finest quality.

But seriously, those who say 'it's your fault for losing structure X and structure Y, you should suffer the consequences' are WRONG, because the ramjet/APC whoring SHOULD'N'T HAPPEN. It shouldn't happen because of the object of the game. The way I see it (and this is just me, could be wrong) is that most people kill whore not for the reasons De7 gave above, but because they are generally sucky players whose team has (or has had the entire map) no real strategy or plan of action, and they get a sniper/APC because it's just...well...the thing to do, to fuck around and wait for someone to make a plan to finish the opponent off.

When I say no real plan of action, I mean that from the beginning of the map to the end, everybody really just does what they want. Sure, maybe 1 or 2 people will say 'so what's the plan?' or some variation, but unless somebody takes charge, calls a rush or gives general orders of what to buy and expect, people do what they want. Big reason for this is that when someone DOES take charge, nobody...fucking...listens to them. Kill whoring can go all the way back to this.

Of course, some people just like to feel special with their big k/d ratio, and seem to think a game of AOW suddenly becomes a (terribly unbalanced) deathmatch when certain structures die on certain maps, and continue till the timer hits 0:00.

Subject: Re: Kill Whoring.

Posted by [Sniper_De7](#) on Thu, 15 Mar 2007 11:43:35 GMT

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in some maps i might actually try to win but after awhile my team isn't really doing anything to finish them i'll kill whore if it's my perogative. I am not going to suffer myself the time and effort to win by myself. Besides, killing them all is not a terribly horrible tactic. It helps them give up earlier. Seriously, if your team has no hope and you're repairing while your whole team is getting slaughtered, why are you even trying? I'm only going to blame THEM for not giving up.

In the case for flying maps, mainly for walls_fly - At the point they lose the barr and they lose their snipers, i am probably pissed off at the complete nutjobs who do nothing for their team but sit on top of the WF/ref/wherever and just snipe copters, even if I just sit around killing their teams tanks over and over again for 5 minutes and they don't see me. They'll STILL be there, doing NOTHING. Besides, I know the minute we lose a hand/barr on that map, they're going to buy all sorts of 1000 that wouldn't be much different. No mercy in my book - Don't like losing? Give up.

Subject: Re: Kill Whoring.
Posted by [ballstein](#) on Fri, 16 Mar 2007 05:41:48 GMT
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If someone wants to kill whore, then so be it. I just can't stand when someone talks shit about it, saying they are better than u are. Being a havoc/sakura and kill people does not make u good, I think it's pretty damn gay when the bar/hand go down then someone buys one and keeps sniping the whole game. I do like the challenge though of going up against a havoc/sakura when i'm a free character. If u want to kill whore when the bar/hand is down, atleast use a 500 sniper because then it's somewhat of a challenge to kill people.

Subject: Re: Kill Whoring.
Posted by [puddle_splasher](#) on Sat, 17 Mar 2007 10:13:28 GMT
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Once in a lifetime it happens and this was my revenge. Last night on Walls we had a captured GDI APC. WF + PPL was down and as I charged into their base with their own APC, I was met with a delightful scene.

Between the BAR and WF stood a mass of characters ranging from soldiers to Havocs standing around and shooting at the entrance.

I took great delight in listening to squish, boink! squish boink! as I ran over 8 of them. The moment of horror was highly amusing as they tried to flee from the captured APC. Another 2 kills with remote C4 at the entrance to the WF.

2000 now needed for a Havoc.

Who cares if they camp or kill whore

Subject: Re: Kill Whoring.
Posted by [Jerad2142](#) on Wed, 21 Mar 2007 02:19:42 GMT
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I have played game in the past where they get enough of you buildings destroyed to the point only one is left. Then all their good players quit and then the game is just stuck because you have good enough players on you team to hold off the n00bs.

Subject: Re: Kill Whoring.
Posted by [Crusader](#) on Wed, 21 Mar 2007 13:34:51 GMT
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Jerad Gray wrote on Tue, 20 March 2007 22:19 I have played game in the past where they get enough of you buildings destroyed to the point only one is left. Then all their good players quit and

then the game is just stuck because you have good enough players on you team to hold off the n00bs.

WOW! This happened in a game in Complex yesterday morning! I was Nod and GDI was winning. But a SBH rush managed to kill the Bar/Ref and GDI was left with only their WF.

The good GDI players left in droves; the killer Havocs and PICS who kept us in Hell were nowhere to be found!

We nuked the WF while the n00bs inside were repairing the MCT!

Subject: Re: Kill Whoring.
Posted by [Jerad2142](#) on Thu, 22 Mar 2007 03:38:33 GMT
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IronBalls wrote on Wed, 21 March 2007 07:34Jerad Gray wrote on Tue, 20 March 2007 22:19I have played game in the past where they get enough of you buildings destroyed to the point only one is left. Then all their good players quit and then the game is just stuck because you have good enough players on you team to hold off the n00bs.

WOW! This happened in a game in Complex yesterday morning! I was Nod and GDI was winning. But a SBH rush managed to kill the Bar/Ref and GDI was left with only their WF.

The good GDI players left in droves; the killer Havocs and PICS who kept us in Hell were nowhere to be found!

We nuked the WF while the n00bs inside were repairing the MCT!
Its moments like that that make your deaths worth playing the game.

Subject: Re: Kill Whoring.
Posted by [tompie15](#) on Fri, 23 Mar 2007 11:21:21 GMT
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killwhoring is good sometimes, if hon/barr jsut died and they still got some good chars left. but after that it's useless

Subject: Re: Kill Whoring.
Posted by [Sniper_De7](#) on Fri, 23 Mar 2007 11:26:37 GMT
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not useless, just annoying for the other team.

Subject: Re: Kill Whoring.

Posted by [puddle_splasher](#) on Fri, 23 Mar 2007 12:07:07 GMT

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Sniper_De7 wrote on Fri, 23 March 2007 05:26not useless, just annoying for the other team.

What enjoyment do you personally get from being annoying?

AS was previously mentioned, perhaps you do not have the skill to enter the opposing base and deploy a beacon. Is this true or do you wish to further elaborate?

Subject: Re: Kill Whoring.

Posted by [mripirate](#) on Fri, 23 Mar 2007 12:17:15 GMT

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de7 is better than you could ever wish to be.

maybe you should read his posts twice before you go misinterpreting what he says and posting something stupid.

Subject: Re: Kill Whoring.

Posted by [Sniper_De7](#) on Fri, 23 Mar 2007 12:59:57 GMT

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In some games, it is pretty much impossible to go and put a beacon down by yourself.(i mean in games where there's just a hand of nod/barracks left and they've got snipers from different angles that could easily headshot - not to mention if you're GDI they've got sbhs, and that would be a real short attempt at a beacon placement) I say impossible because for people who are terrible at this game (ie you) You wouldn't stand a chance.

But getting bakc on base here, I just said that it *wasn't* pointless to do it, and that it was annoying to the other team. I've ALREADY told everyone the value in using an apc and killwhoring. For one - as i said already - If you have a bunch of tanks on your team and the server is pretty big, it is nice to have someone deliberately going after the many people fighting your teammate's tanks. (in other words, isntead of the tanks having to deal with the infantry, they can all focus on one building). Another reason for doing it is that the people give up hope trying and stay inside their buildings (making it much more easier for someone else to nuke. Apart from that, I just like killing them. If they are going to continue trying when supposedly they don't haev any hope left (otherwise they would easily kill an apc) than I am going to continue to kill them until they realize that it's a waste of time to try and that I'm there to stay to keep killing them. I mean, the point of the game is to... win... right? I don't see how this falls short of any other tactic. Besides, i also kill just to haev kills. I don't give a shit about the other team's feelings. Chances are i'll be on their team the next round. It's just stupid. What if I use a humvee to kill all the people, is that somehow OKAY and using an APC isn't? Or what if i use a mammoth tank. A med tank. Restricting people from killing is the absolutely most retarded thign i've ever seen a server set a

rule for.

just a bit extra here, but where the fuck are you going with that shit about me not being skilled enough? Seriously, what clans have YOU been in? Have you even ever been good enough to join one of the shittier ones? Has it ever competed in clanwars.cc? I mean where do you come from? The decade pack? don't make me laugh. I've been playing the game for 5 years and though I odn't even play that much anymore, I'd probably give the average clanwars player a fight despite me not having played a real clanwar in some years. And people complain about ss talking shit to you when you say shit like this first (ironically, he said shit to you after you misinterpreted what he was talking about - just like this) Now you seem like a huge dumbass and god only knows why you try anymore

Subject: Re: Kill Whoring.

Posted by [puddle_splasher](#) on Fri, 23 Mar 2007 15:30:07 GMT

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mrpirate wrote on Fri, 23 March 2007 06:17de7 is better than you could ever wish to be.

maybe you should read his posts twice before you go misinterpreting what he says and posting something stupid.

Here we go again!!

It appears that when any statement is grammatically incorrect and therefore misinterpreted by someone who reads it, that the said person is stupid.

I suggest that if any statement is made, then give a little thought to how it may be construed. That way, there should be no possibility of it being misinterpreted.

Whilst on the subject of your statement. I do not care a toss if "de7" is better or not, as this was never part of the subject on "kill whoring".

SO!! Back on topic before you start a flame war.

Subject: Re: Kill Whoring.

Posted by [Tunaman](#) on Fri, 23 Mar 2007 15:54:48 GMT

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Wow... do you really not get it? Let's take a look at the post you just posted before they replied:

puddle_splasher wrote on Fri, 23 March 2007 07:07Sniper_De7 wrote on Fri, 23 March 2007 05:26not useless, just annoying for the other team.

What enjoyment do you personally get from being annoying?

AS was previously mentioned, perhaps you do not have the skill to enter the opposing base and deploy a beacon. Is this true or do you wish to further elaborate?

Maybe that's the post they were replying to and is the reason he said that! I dunno, hmm..

Subject: Re: Kill Whoring.

Posted by [Sniper_De7](#) on Fri, 23 Mar 2007 17:25:42 GMT

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puddle_splasher wrote on Fri, 23 March 2007 10:30mrpirate wrote on Fri, 23 March 2007 06:17de7 is better than you could ever wish to be.

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SO!! Back on topic before you start a flame war.

grammatically incorrect? At no point what-so-ever did I say that I liked to be annoying to people. How on earth would my statement make you think that, i have no idea. Perhaps instead of being an asshole you could just admit you were wrong instead of saying it's my fault for bad wording. when I said nothing that would make anyone who can comprehend english think that. Way to completely dodge the whole point. I was on topic as you can see, just me flaming you was in response to you flaming me.

I've already said the good values in killwhoring. I don't even know who coined the term killwhoring. Probably the same douchebag who coined the term pointwhoring. There are a lot of reasons for pointwhoring. Y'see, if, say, on hourglass - you can cover one side with a vehicle so that the other

team has to go through you to get to your base - meanwhile attacking their buildings, you keep one busy repairing and you stop them from coming from that side or if they do, you can give enough warning to tell your team that they're there. There is NOTHING wrong with "killwhoring". There is NOTHING wrong with "pointwhoring" the only real applicable time would be the minute cases where the other team has no money and you're in the lead by a lot of points already. If you aren't in the lead, the points will be good, etc. etc.

Subject: Re: Kill Whoring.
Posted by [mrpirate](#) on Fri, 23 Mar 2007 18:11:55 GMT
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puddle_splasher wrote on Fri, 23 March 2007 10:30mrpirate wrote on Fri, 23 March 2007 06:17de7 is better than you could ever wish to be.

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Whilst on the subject of your statement. I do not care a toss if "de7" is better or not, as this was never part of the subject on "kill whoring".

SO!! Back on topic before you start a flame war.

you said he was bad. I was just letting you know that you're acting fucking stupid (again).

Subject: Re: Kill Whoring.
Posted by [puddle_splasher](#) on Fri, 23 Mar 2007 20:14:09 GMT
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I shall try to make an attempt at explaining what I meant.

When the statement "Not useless, just annoying for the other team" was made it suggested to me

that:

(not useless) Therefore it must be of use. Sniping when Bar/HOn + STRIP/WF are gone must therefore be good and of use to the attacking team.

(just annoying for the other team) suggested that Sniper De7 goes a sniper to annoy the other team. Otherwise why not change the tactic and do not be annoying, especially if you know that you are being annoying.

As regards being better than me! Anyone is better than me at sniping as I still cannot shoot a target that is standing stationary in front of me.

Hopefully this will clear up some of the negativity.

See you all as my tank comes rolling into your base, alternatively snipe me as I try to defend my buildings to the last bar of red.

Snipe and be happy. We may not like it happening to us but its still part of the game and no amount of comments will ever change it.

Subject: Re: Kill Whoring.
Posted by [Tunaman](#) on Fri, 23 Mar 2007 20:19:09 GMT
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Who said you have to snipe to killwhore? I get more kills with my med tank than most of those people who "killwhore" with their snipers.

Subject: Re: Kill Whoring.
Posted by [Crusader](#) on Mon, 26 Mar 2007 16:21:40 GMT
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Ralphzehunter wrote on Fri, 23 March 2007 16:19Who said you have to snipe to killwhore? I get more kills with my med tank than most of those people who "killwhore" with their snipers.

lol! I agree. While it is effective, it's a lot slower to "killwhore" with a sniper.

I just get a Buggy and upgrade to Techie. Once on Field, I got 23 kills this way!

Subject: Re: Kill Whoring.

Posted by [Renegade](#) on Tue, 27 Mar 2007 09:23:44 GMT

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Good way to get rid of snipers, and ive done it-

Mine an entrance, wait beside it, turn crosshairs so you can see-

Wait till he comes, and if you hid it good enough, itll take him down quite a bit.

Then, pistol whip his ass.

But dont jump-

Creates more space.

Subject: Re: Kill Whoring.

Posted by [Crusader](#) on Thu, 29 Mar 2007 13:53:46 GMT

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Goztow wrote on Tue, 13 February 2007 06:33 So true, Sniper De. Kill whoring with an apc is my revenge to all the n00bjets that just wait until u're unaware and start typing something.

lol! I almost got myself killed this way in City Flying yesterday evening.

I was a Sakura on the overpass...while I was busy looking for infantry, this APC comes storming for me! I had no choice but to jump down! I lost a lot of health but made it back to my base.
