
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.
