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Subject: Re: Should we fix jumping on Barracks on Canyon?

Posted by [Deathgod](#) on Sun, 11 Jul 2004 04:11:13 GMT

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flyingfoxNegative, you get punished for teamwork on Hourglass. Take out the enemy obelisk/guard tower? They camp, and eventually gain back the point lead then stay ahead. Trust me, it's happened many times. One time, we did a 6-man medium tank rush and took out the enemy obelisk. The enemy camped the entrance, got back the lead and kept it.

I'd hasten to say if we could organise properly after that we'd be able to go through with the rest of the game, but people think "obelisk down = sniping fun fun fun we've won".

This would imply that after your rush, the enemy had better teamwork than you, which is why they won.

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