It your a hotwire, throw your mines! With all that C4 on terminal, and you guarding it + your mines, even a Sakura would think twice about charging into 6 mines. And veen if you did get killed, either the Sakura would risk trying to get past your mines with an engi/techie to try to disarm the C4. Ok, you got 200 pts for both remotes. Meanwhile, both timed are ticking. If it takes the Sakky 10 seconds to kill you, only 20 left to disarm both fuses, and get past your mines! So they have to pay $1350 to maybe save the PP. Even if they both get disarmed, you got 200 points toward your teams score! So guarding the C4 is awesome! Be a patch for instance. . .Lay C4 on Volcano map, on Ref. Stand and guard it. SOme guy spawns in Ref, you headshot kill him with about 10 rounds. He shouts alarm. By the time the engi's get there (hope they have backup), prolly 15 secs is gone on fuse! If their lucky 10. Well, they have 20 seconds to kill you AND disarm the C4. Well, it goes KER-POW, and you make a break for the near tunnel. By guarding it, you prevented it from being disarmed! (and mayB got a few kills in the process  )