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Subject: Question about prox C4?

Posted by [Anonymous](#) on Mon, 08 Apr 2002 18:52:00 GMT

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i have seen a lot of useless mine planting lately and its kinda annoying...especially when I've already mined KEY points and they start disappering. Am I wrong, or does it make sense to use the limited number of mines you're allotted to secure "choke points" where they will be most effective? For example: I'm on Walls last night. I planted little groups of mines (2-3) across the entrance and in the tunnel. This left us with @ 5-7 C4 free to use when attacking the opponent's base. Some fool starts running around mining doorways of every building. Let's see - 4 buildings, two doors apiece, 4 mines to a door...oops. We're out of c4 with none to use at enemy base. Am I wrong? Doesn't it make sense to use them where they'll make the most damage and can be easily seen exploding (to warn team memebtrs) & replaced (Purchase panels close by) rather than having to run around to check every building to see if it needs new mines? And dont get me started about the fools who just chuck mines all over the ground wherever they run. yar!

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