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Subject: Question about prox C4?

Posted by [Anonymous](#) on Tue, 09 Apr 2002 00:14:00 GMT

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Does anyone know or notice that if you plant prox. C-4 at about head level - in walls or doors.1. That it will kill better. (being a "head shot" and all)2. It takes less mines to kill an enemy.3. Harder for the enemy to see - thereby they run into.I've noticed this happening when i am on BD - and it seems i have more mines left over when the enemy rusher runs in...(seems very effective on the Obi/AGT - six mines stopped three rushers - which ran in every 2 seconds or so...) this is something i think is happening -- but of course it could be the heat of battle muddling my thinking....any thoughts?

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