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Subject: Strategy: "Big Head"

Posted by [JeepRubi](#) on Sat, 30 Oct 2010 05:42:49 GMT

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There's really really not much to this one, if you get closer to you're enemy during 1 on 1 infantry combat, the game renders the entirety of them (including their head) larger\*, making them easier to hit than if they were further away. The only downside is that they also move faster\*\* when they are closer to you. Hope this helps.

\* Enemy isn't actually larger, it just appears that way because of the way the game depicts a 3d world on a 2d display.

\*\* Enemy doesn't actually move faster, it just appears that way because of the way the game depicts a 3d world on a 2d display.

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