
Subject: Re: Project suggestion: Nod Soldier
Posted by [Reaver11](#) on Wed, 28 Sep 2011 17:41:13 GMT
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You do know that the actual hitzone of the head of a soldier is not determined by the headsize.

This is done via an invisible system (K_bones) and actually that zone is smaller than the visible headsize of the nod soldier. (GDI's one is actually a bit bigger then the head)

Still I cannot escape the fact that the GDI hitzone is smaller then the one from Nod.
Though if I'm correct Nods hitzone is a 0,1 bigger then GDI's one.

Which makes the difference smaller than you may think.
I'm indecisive if this effect is really making a matter probably the damages effect of the GDI rifle is making a bigger difference.
