Subject: Strategy: "Big Head"
Posted by JeepRubi on Sat, 30 Oct 2010 05:42:49 GMT
View Forum Message <> Reply to Message

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.

Subject: Re: Strategy: "Big Head"
Posted by liquidv2 on Sat, 30 Oct 2010 06:18:12 GMT
View Forum Message <> Reply to Message

what inspired you to make such hilarious topics

Subject: Re: Strategy: "Big Head"
Posted by JeepRubi on Sat, 30 Oct 2010 06:21:18 GMT
View Forum Message <> Reply to Message

Mmmmm....