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Subject: Re: Renegade X - Beyond Black Dawn

Posted by [GEORGE ZIMMER](#) on Wed, 28 Sep 2011 00:21:01 GMT

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I figured it was implied there'd be different levels of "force" applied to infantry depending on how close they are to an explosion, with a direct hit causing the knockdown effect.

Just getting hit with the splash damage should only damage you and make you flinch a bit, yeah. It's odd that you can basically take a direct hit from a rocket launcher and juggernaut through it, though.

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