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Subject: Re: Renegade X - Beyond Black Dawn  
Posted by [JohnDoe](#) on Wed, 28 Sep 2011 10:42:12 GMT  
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GEORGE ZIMMER wrote on Tue, 27 September 2011 17:21I 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.

that's why you'd get knocked back instead of brushing it off like in w3d. knockdowns are an incredibly frustrating mechanic that slows down gameplay unless you're talking beat em ups - battlefront 2 was a clusterfuck of a game anyway. doing shit like that for the sake of realism is especially retarded in a sci-fi fps where bad ass characters can take 10 assault rifle bullets to the dome and still be standing.

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