AutoRifle Damage = 7
Velocity = 350

Pistol Damage = 10
Velocity = 400

Is this ^^(velocity +3more damage)^^ why my pistola does lots more 'head shot' damage ? Three more damage really isn't much and doesnt explain why the pistol is so much better for those sneak up on you head shots .... so I'm assuming the velocity works like a partial multiplier in this game.

SoftPierceLimit = Does anyone know what is this ?
Very few guns have a value for this :
(PIC Cannon, Railgun, Ramjet, Sniper Riffle)

I'll edit this msg for other observations. Anyone else notice nething interesting ?