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Subject: Projectiles that "push"

Posted by [Blazer](#) on Sun, 25 Jan 2004 05:42:47 GMT

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Unless I am mistaken, the softpierce limit dictates how many INFANTRY bodies a projectile can go through. If you look at the settings for and experiment with the ramjet rifles projectiles, the softpierce is why you can kill multiple people in a row.

I would imagine they set a high softpierce for the microwave projectiles so they would pass harmlessly through infantry...otherwise someone could just stand between the tank and its target and the "bullet" would stop when it hit them.

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