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Subject: Re: Obelisk glitching / not hitting

Posted by [EvilWhiteDragon](#) on Sun, 26 Apr 2009 16:48:35 GMT

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Problem with making it a direct hit weapon would probably be that it would only kill 1 infantry, now it will kill 2 if they are close enough to each other. This also makes it harder to walk as an hottie between rushing vehicles, as you might be killed by splash damage. I think this is also true for vehicles being hit and nearby vehicles recieving damage.

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