Is this getting offtopic or what? I don't mean in real life even if you mean you can't do that in Renegade. Let me just give you a simple example. Jedi A Force Pushes target B. The Force push weapon uses an ammo that is able to touch the target or push it, not just get absorbed by the player.
So the simple question is: Can you make this ammo in gMax and export it to LE such that it collides with the target and pushes it back?
Sorry if I sound confusing in the first post.