Nah, I didn't say make it a direct hit weapon (like pistol?). I just said make it stop at infantry as well. Still, at the point where it hits, you'd have the splash damage and thus it wouldn't alter the way it works too much.

Think of it as the way artilleries work. It can hit the infantry straight on, but it also splashes the surroundings when it does that. Well, that + it's instant like a sniper, for example. (& a whole lot more damage)

But like I had in the OP, the first thing you'd want to try is to make it damage stuff like a sort of round tube. The 2nd best thing would be to make the raycast detect infantry & stop there.