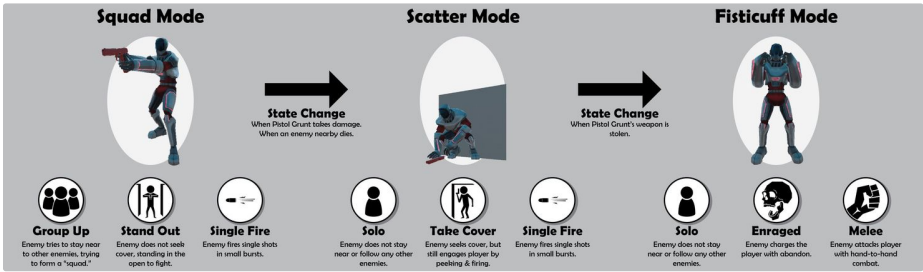
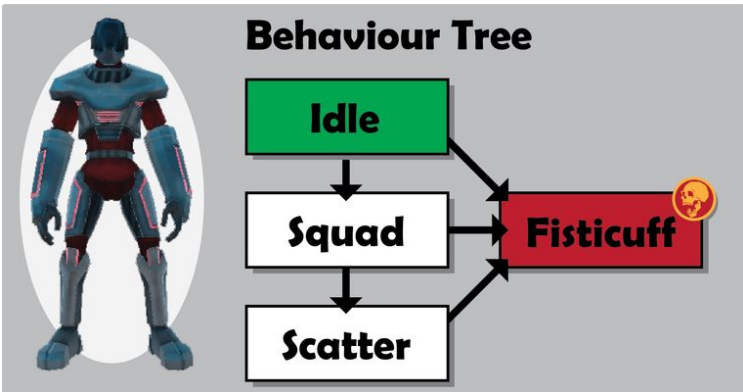


Pistol Grunt (Red)



Squad Mode

The Pistol Grunt's basic state is to try and form a "squad" with nearby enemies. It will seek and try to stay within 15 meters of any nearby enemy, forming a little group.

Scatter Mode

If the Pistol Grunt takes damage, or an enemy within 15 meters of it dies, it will "scatter," seeking nearby cover to block line of sight with the player. The Pistol Grunt will not cower in this cover, instead firing at the player by periodically peeking out.

Fisticuff Mode

If the Pistol Grunt's weapon is stolen at any point, it immediately transitions into Fisticuff Mode. The Pistol Grunt charges the player, and attempts to haymaker them repeatedly. Punches should be telegraphed, easy to dodge, and have a manageable "cooldown" between punches.