

# “Chow Chow” S.I.C.E.M. Turret

## Offensive – Machine Gun

09

### Bullet Type: Hitscan

- **Fire Type:** Auto
- **Aim:** No
- **Spread Pattern:** TrailR

### Damage per Shot: 4

- **Armor Mult:** N/A
- **Flesh Mult:** N/A

### Bullets per Second: 6-20/second

- **Fire Rate:** 0.3 seconds
- **Auto Rate:** 0.16-0.05 seconds
- **Burst Size:** N/A

### Recoil: Extreme

- **Curve:** [image]

### Effective Range: 20m

- **Falloff:** [%/m]

### Ammo Type: Bullet

- **Magazine Size:** 60
- **Reserve Mags:** 1
- **Recharge Rate:** N/A

[Concept art or Render of Weapon]

[Wireframe Perspective  
of Weapon]

[Wireframe Perspective  
of Weapon]

### Description:

The Standard-Issue Combat Electro-Mechanical Turret, nicknamed the “Chow Chow” for it’s dual barrels and doglike acronym, is a high-powered Offensive machine gun that can be acquired in two parts from the (Turret Mechenemy). The Chow Chow ramps up in fire rate as the trigger is held, accelerating from 6 bullets-per-second to 20 bullets-per-second over the course of 4 seconds total. As the fire rate ramps up, the cone of bullet spread narrows, making the Chow Chow more accurate as it fires. The Chow Chow has a huge ammo count as a belt-fed machine gun, with two magazines of 60 bullets totaling in 120 shots total for a combined total potential damage of 480.