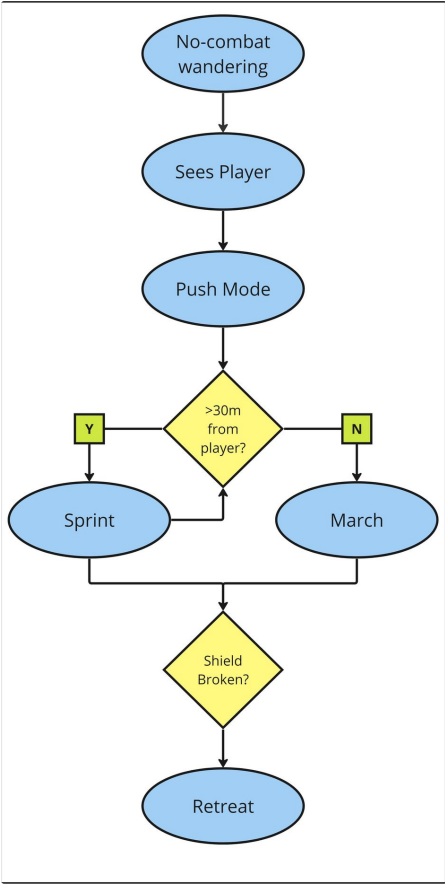


Hellfire Grunt (Red)

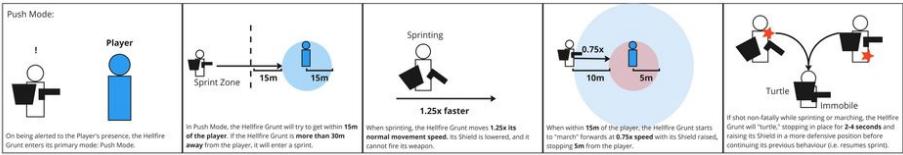


The Hellfire Grunt is a medium-threat offensive enemy that pushes the player with its powerful SMG and protective personal shield. It poses a real threat to players with its Hellfire SMG, which can deal significant damage at close range.

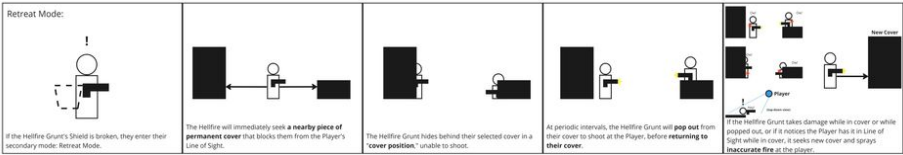
The Hellfire Grunt charges into close range of the player in a sprint, before taking slight cover behind its shield and marching towards the player. When in close range, it fires its Hellfire in bursts from the relative safety of its shield. Whenever the Hellfire Grunt is shot, it pauses and turtles behind its shield, minimizing vulnerable zones.

When the Hellfire Grunt's shield takes enough damage, it permanently breaks. This causes the Hellfire Grunt to retreat to cover, firing in shorter, more sustained bursts at the player from a greater distance.

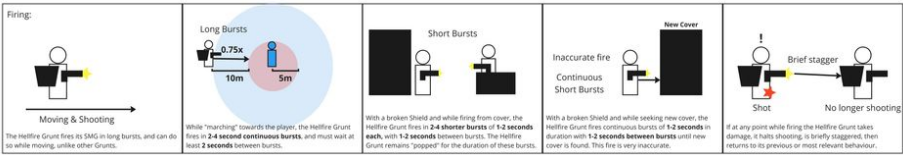
The Hellfire Grunt cannot be Hooked while its Shield is active.



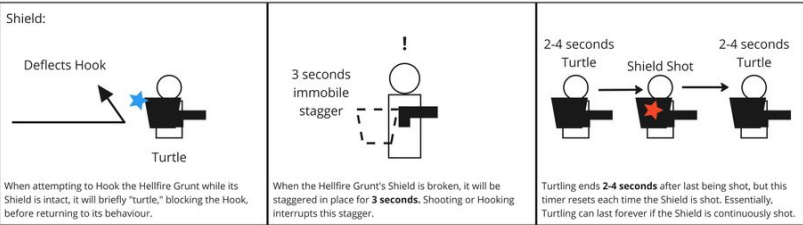
The second the Hellfire Grunt is aware of the player, it begins to push towards the player. If further than 30 meters away from the player, the Hellfire Grunt will sprint towards the player until it is within 15 meters. When within 15 meters of the player, the Hellfire Grunt will raise its shield and "march" slowly towards the player, firing periodically. If the Hellfire Grunt is shot, it will briefly turtle behind its shield to minimize damage.



If the Hellfire Grunt's shield is broken, it ceases pushing towards the player and seeks cover, performing normal "pop out" behaviour similar to the Pistol Grunt. Instead of panicking when shot, the Hellfire Grunt will simply relocate to new cover, firing consistently as it does so.



The Hellfire Grunt fires its SMG in two ways: long bursts, and short repeated bursts. When marching towards the player with its shield raised, the Hellfire Grunt fires in long 2-4 second continuous bursts, pausing for 2 seconds between bursts. This type of fire can be done while moving. With a broken shield and while in cover, the Hellfire Grunt fires 2-4 short bursts of 1-2 seconds with 1-2 seconds between each burst. While seeking cover, the Hellfire Grunt fires these short 1-2 second bursts with 1-2 second pauses until cover is found.



The Hellfire Grunt deflects the Hookshot if its shield has not been broken. When its shield breaks, it is staggered and immobile for 3 seconds. The timer for turtling resets whenever the Hellfire Grunt is shot again, even if mid-turtle.