

# Stecher Rifle

## Defensive – Laser Beam

**Bullet Type:** Hitscan

- **Fire Type:** Auto
- **Aim:** No
- **Spread Pattern:** None

**Damage per Shot:** 10 dmg/sec

- **Armor Mult:** 2.5x (25 dmg/sec)
- **Flesh Mult:** 1x (10 dmg/sec)

**Bullets per Second:** 10%/sec

- **Fire Rate:** Instant
- **Auto Rate:** N/A
- **Burst Size:** N/A

**Recoil:** N/A

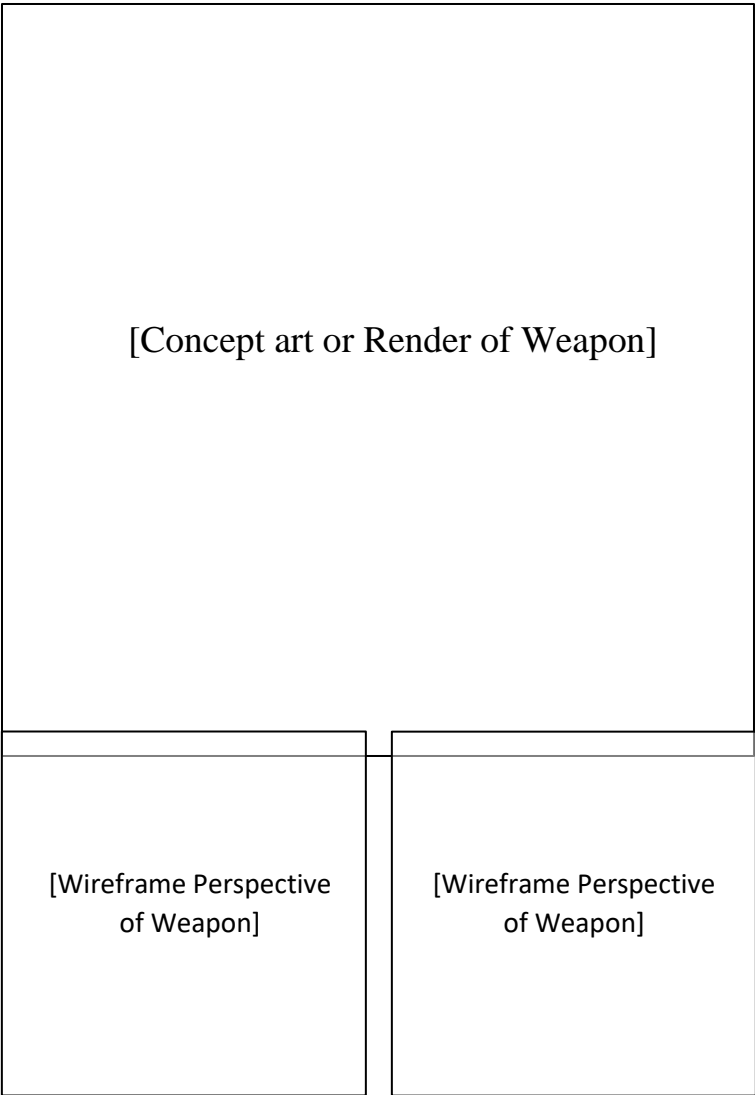
- **Curve:** N/A

**Effective Range:** Infinite

- **Falloff:** N/A

**Ammo Type:** Battery

- **Magazine Size:** 100
- **Reserve Mags:** N/A
- **Recharge Rate:** N/A



**Description:**

The Stecher Rifle is a Defensive Weapon acquired from (Dual Mechenemy). The Stecher Rifle fires a continuous blue beam of energy that instantly travels from muzzle to target, dealing continuous damage as its beam lands on enemies. Against an enemy’s flesh, the Stecher Rifle is very ineffective, dealing even less damage-per-second than the Stinger. However, the Stecher Rifle is incredibly adept at dispatching enemy shields, burning through armor at an increased rate. Additionally, armor broken by the Stecher Rifle will explode, damaging everything around it. The Stecher Rifle is also capable of deleting any projectiles its beam comes into contact with, making it a valuable defensive asset.