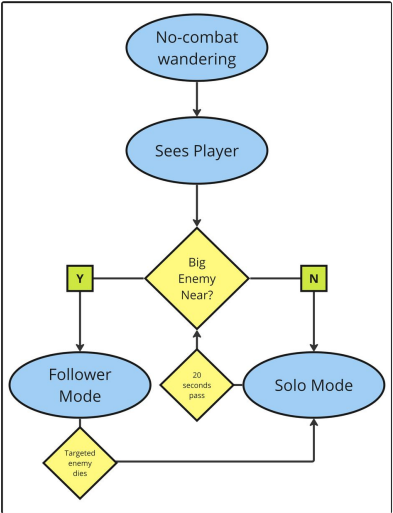
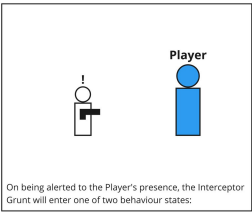


Interceptor Grunt (Blue)

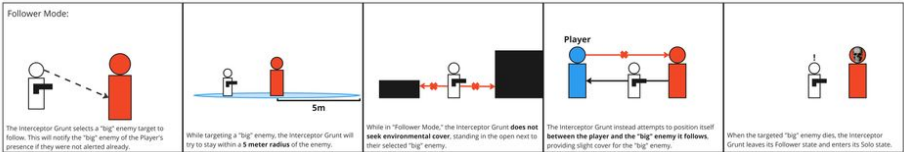


The Interceptor Grunt is a low-threat defensive enemy that either sticks by a nearby "big" enemy, or pesters the player by trying to spam-block their shots. It uses the Blue Interceptor to absorb player bullets.

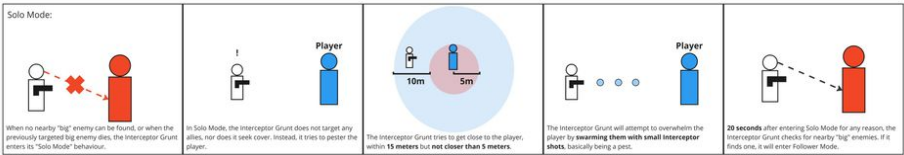
The Interceptor Grunt alternates between Follower and Solo Mode. In Follower Mode, it targets a "big" enemy, sticking nearby and attempting to place itself between the big enemy and the player, blocking the player's shots. In Solo Mode, it sticks in a close range to the player, attempting to pester the player by rapid-firing interceptor shots in the hopes of blocking bullets.



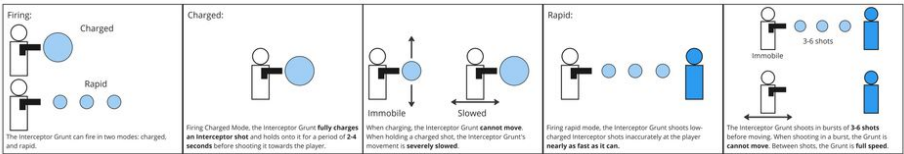
Like every enemy, the Interceptor Grunt wanders until it is alerted by the player, at which point it chooses a state to enter based on the proximity of any "big" enemies nearby,



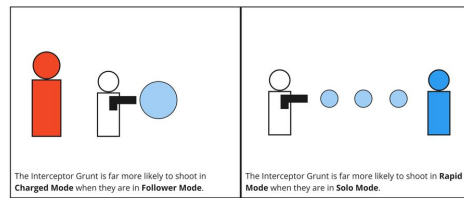
The Interceptor Grunt runs to and tries to stay within a close proximity to a selected "big" enemy, often placing itself between the "big" enemy and the player in order to shield its target with both its body and its Interceptor shots.



The Interceptor Grunt situates itself close to the player, but not too close, and attempts to pester the player by spamming small Interceptor shots near the player's position, blocking many of their shots.



The Interceptor Grunt fires in one of two modes: Charged or Rapid. In Charged Mode, it charges the Interceptor up to full and holds the shot for a few seconds before firing towards the player. It cannot move while charging, and its movement is slowed while holding the charge. In Rapid Mode, it shoots the Interceptor nearly as fast as it can in short bursts at the player.



The Interceptor Grunt will usually use Charged Mode when in Follower Mode near a "big" enemy, and will usually use Rapid Mode when in Solo Mode pestering the player.