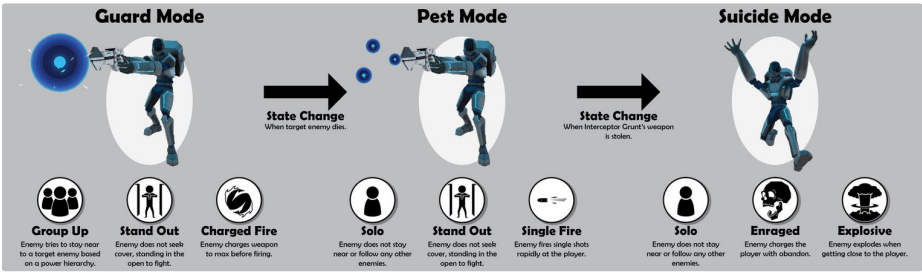
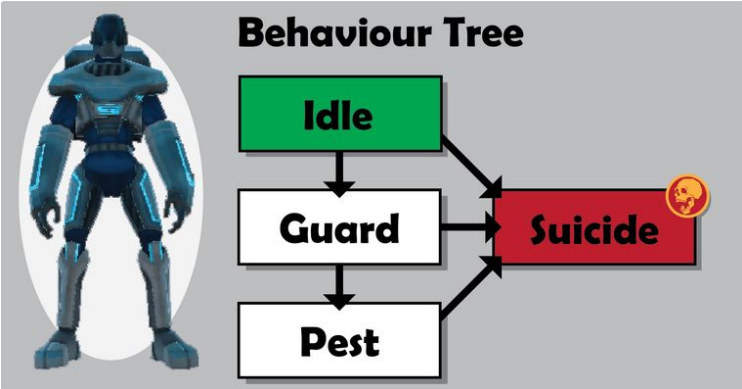


Interceptor Grunt (Blue)



Guard Mode

The Interceptor Grunt's base state is to find a nearby "big" enemy and work to defend it. A "big" enemy is classified by a hierarchy of enemy "power;" in general, the Interceptor Grunt will simply seek out any "big" enemy on this hierarchy that is nearest to it. The Interceptor Grunt fires fully-charged Interceptor projectiles at the player.

Pest Mode

When the targeted "big" enemy dies, or when none can be found on initial search, the Interceptor Grunt enters Pest Mode. The Interceptor Grunt rapid-fires its weapon, spamming the player with low-power projectiles. It does not flee or seek cover in this state.

Suicide Mode

If at any point the Interceptor Grunt's weapon is stolen, it enters Suicide Mode. The Interceptor Grunt activates its backpack and charges the player, exploding when within a certain range, or after a set time.