

01 - B49 Interceptor



B49 Interceptor

Defensive – Target Matrix

01

Bullet Type: Hitscan

- **Fire Type:** Charge
- **Aim:** No
- **Spread Pattern:** Target

Damage per Shot: 0

- **Armor Mult:** 0
- **Flesh Mult:** 0

Bullets Per Second: N/A

- **Fire Rate:** ~7 seconds
- **Auto Rate:** N/A
- **Burst Size:** 5 Max

Recoil: [#]

- **Curve:** [image]

Effective Range: 30 Meters

- **Falloff:** N/A

Ammo Type: Battery

- **Magazine Size:** 1
- **Reserve Mags:** N/A
- **Recharge Rate:** 15%/s

[Concept art or Render of Weapon]

[Wireframe Perspective
of Weapon]

[Wireframe Perspective
of Weapon]

Description:

The Interceptor is a Defensive Weapon acquired from Mayfly Drones (Blue Drones). The Interceptor does not fire like normal weapons: rather, the player holds down the trigger to “charge” the weapon (this charge can be held indefinitely). While the trigger is held, the Interceptor automatically “targets”/locks-on to any projectiles within the player’s field-of-view & within 30 meters. When the player releases the trigger, the Interceptor fires Hitscan shots into all targeted projectiles, destroying them. This uses the weapon’s entire battery charge, and the player must wait approximately 7 seconds for the charge to return to full before they are able to fire the Interceptor again.