

Ramrod Impact Grenade Launcher

Offensive – Grenade Launcher

08

Bullet Type: Projectile

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

Damage per Shot: 10-70

- **Armor Mult:** N/A
- **Flesh Mult:** N/A

Bullets per Second: ~1.5/second

- **Fire Rate:** 0.66 seconds
- **Auto Rate:** N/A
- **Burst Size:** N/A

Recoil: Extreme

- **Curve:** N/A

Effective Range: 15m

- **Falloff:** N/A

Ammo Type: Bullet

- **Magazine Size:** 6
- **Reserve Mags:** 1
- **Recharge Rate:** N/A

[Concept art or Render of Weapon]

[Wireframe Perspective
of Weapon]

[Wireframe Perspective
of Weapon]

Description:

The Ramrod is an Offensive Weapon acquired from (Dual Mechenemy). The Ramrod fires high-velocity grenades that are affected by gravity and explode on impact with no bouncing. Ramrod grenades travel relatively straight for approximately 15 meters before beginning to curve downwards due to gravity. Direct impact with a Ramrod grenade deals an immediate 20 damage. Ramrod grenades explode and deal damage to enemies based on proximity. Within 1 meter of the grenade, the explosion deals 50 damage; after 1 meter away, damage falloff begins, and enemies between 1 and 1.5 meters away take 35 damage; enemies between 1.5 and 2 meters away take 20 damage; enemies between 2 and 2.5 meters away take 10 damage.