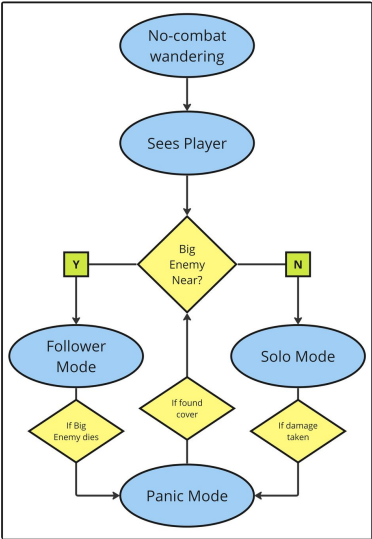
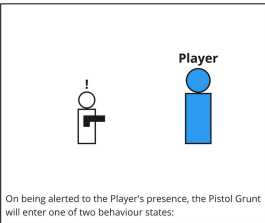


Pistol Grunt (Red)

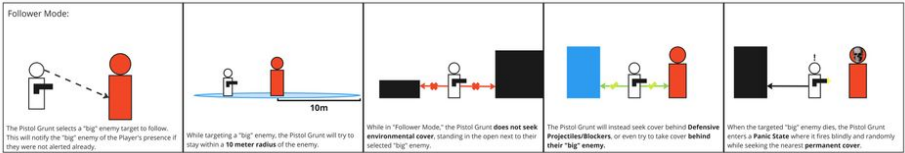


The Pistol Grunt is a low-threat offensive enemy that either sticks nearby a more powerful “big” enemy, or hides in cover. It uses it's Red Pistol to fire low-power hitscan shots at the player at a slow rate.

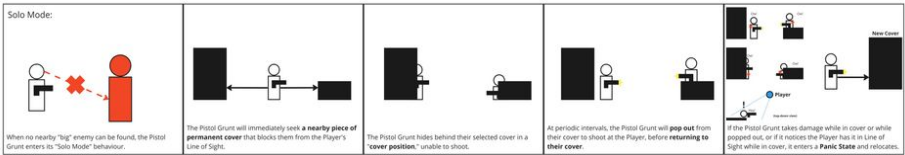
The Pistol Grunt alternates between three main states: Follower Mode, where it moves in the open near a target “big” enemy; a Solo Mode, where it takes cover and pops out to shoot at the Player; and a Panic State, where it runs wildly towards cover, taking inaccurate shots over its shoulder.



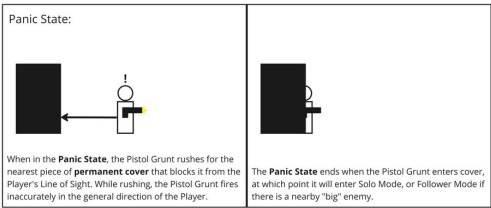
Like every enemy, the Pistol Grunt wanders until it is alerted by the player, at which point it chooses a state to enter based on the proximity of any “big” enemies nearby.



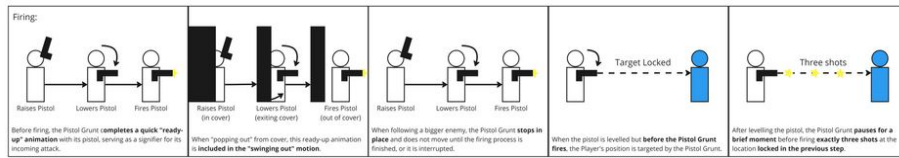
The Pistol Grunt will run to and stay in proximity to a “big” enemy if there is one nearby. In this mode, the Pistol Grunt does not enter cover, unless it is created by a Blue weapon or it is cowering behind its targeted “big” enemy.



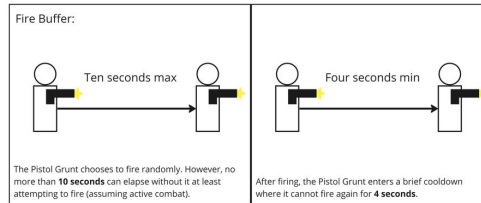
If there are no “big” enemies nearby, the Pistol Grunt will take cover in the environment. The Pistol Grunt remains entrenched in its chosen cover until it takes damage or is outmaneuvered by the player, at which point it relocates through the Panic State.



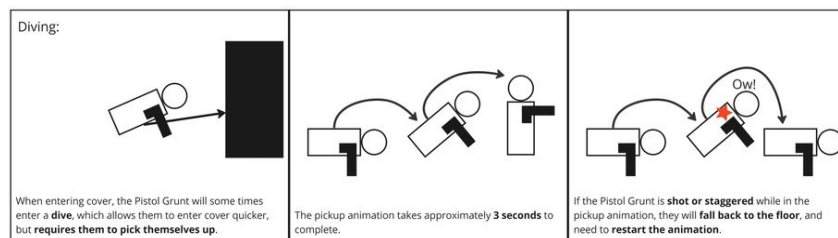
When the targeted “big” enemy dies, or the Pistol Grunt needs to acquire new cover, it enters the Panic State. It moves at a quicker than normal speed towards a selected piece of cover, firing inaccurately towards the player.



Any time the Pistol Grunt shoots, it must go through a ready-up animation that takes about a second to get through. While readying-up, the Pistol Grunt logs the player's position, and then fires at that position. There is a gap between the position being logged and the Pistol Grunt firing, allowing the player to fairly easily dodge this hitscan attack.



The Pistol Grunt should fire often, but not too often. There is a 4 second buffer after firing before it can fire again, but no more than 10 seconds can pass after firing before the Pistol Grunt must fire again. Basically, the Pistol Grunt fires every 4-10 seconds.



The Pistol Grunt can "dive" into cover, which is a very quick movement. However, it will need to perform a lengthy pickup animation.