

02 - R08 Stinger



R08 Stinger

Offensive – Laser Blaster

02

Bullet Type: Projectile

- **Fire Type:** Semi-Auto, Charge
- **Aim:** No
- **Spread Pattern:** Tracking

Damage per Shot: 6

- **Armor Mult:** [#x]
- **Flesh Mult:** [#x]

Bullets Per Second: ~ 3/second

- **Fire Rate:** 0.3 seconds
- **Auto Rate:** N/A
- **Burst Size:** N/A

Recoil: [#]

- **Curve:** [image]

Effective Range: 15 Meters

- **Falloff:** 1%/m

Ammo Type: Bullet

- **Magazine Size:** 18
- **Reserve Mags:** 3
- **Recharge Rate:** N/A

[Concept art or Render of Weapon]

[Wireframe Perspective
of Weapon]

[Wireframe Perspective
of Weapon]

Description:

The Stinger is an Offensive Weapon acquired from Vespids Drones (Red Drones). The Stinger is a relatively weak Offensive Weapon: it shoots slower-moving projectiles that deal a small amount of damage each (6 per bullet). The player is able to shoot off about 3 projectiles per second, resulting in a damage-per-second of 18, with a total mag size of 18 shots. The Stinger makes up for the weakness of its projectiles with a minor tracking function. Projectiles fired will lightly track towards enemies directly in the player's crosshair when the trigger is pulled, assuming the target is within the 15-meter range.

[Pending Addition] The player can also hold down the trigger to "charge" the Stinger, slowly loading up to 3 larger projectiles which hover over the user's head. While charging, the Stinger's ammo is slowly consumed. When the trigger is released or no ammo remains, all projectiles are simultaneously unleashed, and strongly track the target in the player's crosshairs.
