

# 04 - Hellfire



# Hellfire

## Offensive – Sub-Machinegun

04

**Bullet Type:** Hitscan

- **Fire Type:** Auto
- **Aim:** No
- **Spread Pattern:** TrueR

**Damage per Shot:** 4

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

**Bullets per Second:** ~10/second

- **Fire Rate:** N/A
- **Auto Rate:** 0.1 seconds
- **Burst Size:** N/A

**Recoil:** [#]

- **Curve:** [image]

**Effective Range:** 8 Meters

- **Falloff:** %5/m

**Ammo Type:** Bullet

- **Magazine Size:** 40
- **Reserve Mags:** 3
- **Recharge Rate:** N/A

[Concept art or Render of Weapon]

[Wireframe Perspective  
of Weapon]

[Wireframe Perspective  
of Weapon]

### Description:

The Hellfire is an Offensive Weapon acquired from [Medium Enemy]. The Hellfire is a reliable workhorse Offensive Weapon that players should be able to rely on in a myriad of situations. The Hellfire is most effective at a close range, being able to deal full damage when fired within 8 meters of the target. Each individual bullet only deals 4 damage, but the weapon fires at a rate of 10 rounds per second, and with a huge 40-round magazine. This enables the Hellfire to deal with most low-to-mid tiered enemies in one magazine or less. As an SMG-style weapon, the Hellfire's spread grows rather rapidly, affecting its utility beyond a close range.

**[Pending Addition]** The Hellfire could include incendiary rounds that light enemies on fire.