

## Armskore Magnetic Accelerator (Scout Primary)

### Description:

Originally meant to be a ship-mounted weapon used by daring fighter pilots, R&D has managed to collaborate with Armskore to miniaturize this infamous reaper of spaceships into a man-portable format for bug killing. Firing a metal projectile that gets torn up as it flies down the tube, what comes out the other end is a spray of high speed metal shrapnel, perfect for cracking apart bugs. I think we have just the dwarf who could make good use of this thing...

### General Functionality:

The idea is that this is a highly aggressive, high damage, armor shredding shotgun that you need to charge before firing. It comes with a little innate punch through, a little innate armor shredding, but overall the ammo economy is mediocre at best, and it does have some damage falloff at very long ranges.

The shotgun reticle is a unique one. The spread is quite tight, but the center crosshair doesn't appear until you begin holding down the fire button. At 1/3rd charge, a ring will appear at the center crosshair. This denotes that the gun can be fired. At 2/3rds charge, a second ring will appear, and at full charge, there will be three rings, the gun SFX will change, and underneath the rings the UI will say "FULL CHARGE"

While charging, you can still move and sprint at full speed. At base, full charge takes 1 second to reach. The charge rate is linear.

As a summary of what happens at every charge level:

- At 1/3rd charge, the gun deals roughly half its damage. It has no armor shred and no penetrations.
- At 2/3rd charge, the gun deals roughly 75% of its damage. It now has 1 penetration innate.
- At full charge, the gun deals its full listed damage. It now has 2 penetration innate, and deals 200% damage vs armor.

Specific, under-the-hood functionality:

- Damage falloff starts at 20 meters and ends at 40 meters. The damage falls off linearly, and at 40m, pellets deal 50% of their listed damage.
- One pellet will always travel directly down the center crosshair. This pellet will deal twice the damage of all other pellets, and the centroid of the spread will always be exactly at the center crosshair. This pellet also has less falloff, dealing 75% of its original damage at 40 meters. Visually this pellet will be bigger.
- There is a small, 40 degree blast wave cone dealing 20 explosive. This is mostly QOL against swarms. Perfectly okay if this should be removed. I just don't like swarms.
- The spread angle of the pellets is 30 degrees. It's a pretty tight spread.

Displayed stats:

- Damage: 22 Kinetic
- Pellets: 5
- Mag Size: 1
- Max Ammo: 25
- Charge Time: 1s
- Reload Time: 0.5s
- Max Penetrations: 2
- Armor Break Bonus: 200%

#### Mods:

TIER 1: Damage Up (+5) - Faster Charge (10%)

TIER 2: Faster Reload (-0.2s) - Blowthrough (+2 when full charge)

TIER 3: +3 Pellets - +100% Armor Break - +5 Max Ammo

TIER 4: Damage Up (+5) - Faster Charge (10%) - Longer Falloff Distance (+50% on all falloffs)

TIER 5: Disable Recoil Dampener - Slag Scavenger - Hunter, Not Hunted

- Disable Recoil Dampener: Basically has Special Powder.
- Slag Scavenger: At a low chance, breaking minerals (not red sugar) will grant you one ammo. (around 5%)
- Hunter, Not Hunted: Speed boost while charging. Keeps speed boost on kill for 1s.

#### Overclocks:

##### Clean:

- Your suite of generic +ammo, faster charge, whatever OCs.
- Maglev: Charging reduces the effects of gravity by 30%
- Ricochet Rounds: Pellets have all of their blowthrough converted into maximum bounces.

##### Balanced:

- Self-Charging: Weapon charges slowly over time, up to 1/3rd maximum charge, even while holstered. -20% charge speed.
- Mega Slug: -1 pellet. Shotgun spread is now 0 degrees with no falloff. -10% charge speed.

##### Unstable:

- Overvolted Rounds: -5 damage. Firing the gun deals damage to you at max charge. At max charge, pellets that hit enemies chain electricity to nearby targets.
- Aftershock: -20% charge speed, +0.3 reload speed, -8 max ammo, fire off residual energy after shooting in a 60 degree, 10m cone, dealing 65 damage (explosive). This does not spend ammo but does still count for Disable Recoil Dampener as a shot.
- Super Dense Projectiles: +12 damage. -15 max ammo. -40% charge speed. -30% falloff.