

# Cyborg Commander

## Lore bits:

*The Commander is the most vital of a cyborg soldier squad. Their role is to be SHODAN's eyes and ears on the field, reporting back and sending their visual/audio feed to SHODAN's servers, and in turn SHODAN issues orders directly to them. The Commander then issues specific orders to their squad which they have formulated based on SHODAN's orders. If the Commander is disabled/destroyed, the squad can still function, but they are much less coordinated and SHODAN is blinded to their situation (assuming the squad is not near another source of SHODAN's visibility).*

*Tier 1 Commanders have similar hardware to Warriors, with the exception of bulky communication equipment (antennae, radio receiver, etc). They have a full recon package of advanced optics spanning night vision, thermal, and EM.*

*Tier 2 Commanders are nearly identical to T2 Warriors, except again, with more comms and visual equipment.*

## Gameplay Goals:

The Cyborg Commander is considered a mini-boss. He is first presented in the game as a solo challenge for the player, but will be introduced over time as a regular creature for the player to fight, as the player has advanced over time.

## On Telegraphs:

The Cyborg Commander should be the first creature to introduce telegraphs to the player; that means predictable patterns or obvious weaknesses during gunplay that allow the player to damage the creature. This is to compensate for the Commander's increased difficulty.

Specifically, for this Commander's case, the telegraph comes in for the big windup of the plasma beam cannon, or the player successfully dodges the Commander's bash attack.

## Stats:

- **Name:** Cyborg Commander
- **Difficulty:** Challenging
- **Size:** Normal
- **Hit Points:** Considerable (1,000)
- **Detection:** 2 (low threshold), Normal Vision, Infrared Vision, Increased Hearing.

- **Base Armor:** 75% Metal
- **Resistance:** None
- **Faction:** Cyborg faction web.
- **Enviro-sensitivity:** None.

### Art/Animation:

- **Concept:**



- **Locomotion:** As a higher ranking cyborg, he should be more agile than lower ranked cyborgs. He should be able to:
  - Turn head
  - Twist from side to side with his midriff
  - Backpedal to keep distance if he sees the player approach

- Strafe when in combat.
- **Movement speeds:**
  - **Patrol/Unengaged:** Swift. (6)
  - **Hostile:** Should be able to catch up to the player if the player is running. (8) However, the commander will want to stay away from the player.
- **Verticality:** None.
- **Hit Reaction:**
  - Regular: Zero.
  - During telegraph: Near zero, this should have some vfx.

## Combat:

- **Target:**
  - **Condition:** Hostile state.
  - **Description:** The commander is searching for the player to lock on and shoot. He should:
    - Twist to react to any detectable noise,
    - Pathfind to the last known place of the player if the player is being quiet or hid behind cover.
    - Failing either of those two, patrol around the area.
  - **Duration:** Default state
- **Plasma Beam Cannon:**
  - **Condition:** Player has been detected.
  - **Description:** Once the commander has visual confirmation, he attacks with his plasma cannon. It should have considerable windup time, allowing the player an opportunity to get a hit in, or move out of the way.
  - **Range:** 20m
  - **Wind-up:** 2.5 secs
  - **Rate of fire:** Continuous beam
  - **Damage:** 3.0 per sec
  - **Duration:** For as long as the commander has detected the player, and the player does nothing to change his situation.
  - **Cooldown:** .5 sec

- **Take Cover:**
  - **Condition:** Every quarter of his life that is lost, he retreats to find cover behind a corner. Stays in this state for the duration, does not actively try to find the player. However, will shift out of this state if the player gets within melee range or attacks the commander.
  - **Duration:** 5 secs
  - **Animations:** *Possibly too big to crouch behind things, but should take cover behind corners or pillars.*
- **Strafe:**
  - **Condition:** As a reaction he strafes out of the way while being shot at by the player. Can happen while firing the plasma beam.
  - **Duration:** As long as necessary to avoid fire, or takes considerable damage to trigger *Take Cover*.
- **Bash:**
  - **Condition:** Reaction. The commander has targeted the player, and the player gets within melee range.  
**Description:** The commander stops firing the plasma beam and charges a short distance to the player, shoulder first, and bashes into the player.
    - While stunned, the commander moves out of the way -- finds cover if it has sustained enough damage, or backpedals back out of melee range. Should resume its plasma beam attack on the player.
    - If the player gets out of the way, there should be enough time for the player to get a shot in before the commander turns around.
  - **Wind-up:** .5s (short)
  - **Damage:** 5.0
  - **Additional Effects:** Stun, 3 sec., long enough for the player to take additional damage by the plasma beam.
  - **Animations:** Bends down to expose shoulder, runs at the player.
- **Reinforcements:**
  - **Condition:** While searching for the player, if unsuccessful after a given amount of time, issues a command for reinforcements using his grafted on communication equipment. One-two additional T1 drones show up to scout and look for the player. Never more than two drones should be looking for the player.
  - **How they spawn:**
  - **Cooldown:** While two drones alive: Cannot use. While one drone is alive and player is not detected, 45 seconds. Zero drones, 30 seconds.