

# HR-433

[HERC DATASET ENTRY: HR-433]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
50 - 60	9.09	205.3 DPS	28	70%	94	10%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
3 seconds	Automatic	40		10		

## How to Obtain:

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## Crafting:

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## Recycling products:

- [Barrel](#) x 1
- [Firing Pin](#) x 1
- [Return Spring](#) x 1
- [Trigger System](#) x 1

## Overview:

### **PROS:**

- Long Range (*Longest of all Assault rifles*)
- Large Magazine (*Largest of all Assault rifles*)
- High RoF
- High Damage
- Accurate

### **CONS:**

- Slow reload speed
- High Ammo Cost

### **TACTICS:**

The HR-433 has an extremely long base range despite being an assault rifle, making it ideal for defending and raiding, including Raiding on Union Island.

### **Recommended gear:**

- Deadeye: Increase its already long range even further.
- Gear (item): Provide survivors with projectile resistance when raiding along with enormous DPS increase.
- Armor: Provide survivors with projectile resistance when raiding.

### **BACKGROUND:**

The HR-433 is a new modular and compact assault rifle that combines the strengths of the G36/M-416 and the AR-15 platforms. Controls are ambidextrous and major components are modular, allowing for rifles to be configured in the field as needed. Made in Germany.

Destined to become the issued weapon of German Armed Forces, somehow it made it into the hands of HERC operatives.

## **Variations:**

<b>SUPPRESSED</b>	<b>SCOPED</b>	<b>SUPPRESSED + SCOPED</b>
<b><u>Obtained By:</u></b> <b><u>Guaranteed stat:</u></b>	<b><u>Obtained By:</u></b> <b><u>Guaranteed stat:</u></b>	<b><u>Obtained By:</u></b> <b><u>Guaranteed stat:</u></b>

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