

M-416

[HERC DATASET ENTRY: M-416]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
45 - 50	7.74	132 DPS	19	60%	89	5%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
2.5 seconds	Automatic	30		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
- [Machined Parts](#) x Variable (dependent on the item's Level and [attachments/conditions](#))

Overview:

PROS:

- High Damage (*vs. other assault rifles*)
- Long Effective Range (*vs. other assault rifles*)
- Accurate (*vs other assault rifles*)
- Fully Automatic
- Large Magazine

CONS:

- High Ammo Cost (*vs. other assault rifles*)
- Low RoF(*vs other assault rifles*)

TACTICS:

The M-416 is likely one of the most versatile assault rifles available, it can deal with zombies in just about any situation, ripping through individual ones with ease. It is balanced in nearly every stat, except for its lower RoF, making survivors holding it an easy target for overwhelming. Keep wielders behind other survivors for exceptional support fire.

Recommended gear:

- Glasses to improve range even further, with some variants enhancing accuracy as well.
- Ammunition Mods to increase its already high damage.
- Bandoliers to improve reload speed.

BACKGROUND:

The M-416 was developed as an improvement on the M4 carbine and also serves as the basis for the M-27. Its biggest difference from the original is a new gas piston system derived from that of the G36 intended to improve reliability, though enough remains similar that converting M4s to M-416s can be carried out relatively easily.

Deployed by various special forces and paramilitary units. Also the standard assault rifle of the Norwegian army.

Variations:

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

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