

# M-TAR

[HERC DATASET ENTRY: M-TAR]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
20 - 26	9.23	84 DPS	15	70%	44	8%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
2.4 seconds	Automatic	30		12		

## How to Obtain:

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## Crafting:

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## Recycling products:

- [Return Spring](#) x 1
- [Trigger System](#) x 1
- Machined Parts x Variable (dependent on the item's Level and [attachments/conditions](#))

## Overview:

### **PROS:**

- Good Effective Range
- Accurate (*vs. other assault rifles*)
- High RoF
- Fully Automatic
- Large Magazine
- Low Ammo Cost (*vs. other assault rifles*)

### **CONS:**

- Low Damage (*vs. other assault rifles*)

### **TACTICS:**

Essentially a higher-level version of the M4A1, it is an excellent all-purpose weapon that is effective in nearly any situation. High accuracy and rate of fire lets it rip apart targets with brutal efficiency from a safe distance, though its damage is a bit on the low side for the levels it's available in.

### **Recommended gear:**

- Ammunition Mods to increase its high damage.
- Glasses to increase its decent effective range, with some variants increasing accuracy as well.
- Ammunition Pouches/Bandoliers reduce the time to reload, making the weapon reload even faster.

### **BACKGROUND:**

Intended to replace the aging M16 and Galil series of assault rifles, this compact bullpup design from Israel packs all the firepower of a full-sized rifle in a smaller, easier to handle package, making it effective in both the tight confines of the city and the wide expanses of the desert.

The standard-issue rifle of the IDF, it's also used by some SWAT teams.

### **Variations:**

SUPPRESSED	SCOPED	SUPPRESSED + SCOPED
<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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