

M4A1

[HERC DATASET ENTRY: M4A1]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
11 - 15	8.57	29.3 DPS	13	45%	56	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:

-

Recycling products:

- [Handguard](#) 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:

- Good Effective Range
- Good RoF
- Fully-Automatic
- Large Magazine

CONS:

- Low Damage (*lowest of all assault rifles*)

TACTICS:

An effective weapon, it has a slightly higher RoF and reloads more quickly than its counterpart, the AK-74, but has a slightly lower range and deals less damage per shot. They are otherwise nearly identical, though the AK-74 has an edge in DPS. Both are likely to be the first fully-automatic assault rifles the player obtains, providing a large boost in firepower over the SMGs available up to that point.

Recommended gear:

- Ammunition Mods increase the punch per shot, ensuring enemies fall faster.
- Extended Mags expand its ammo capacity, allowing for more shots before reloading, with some variants increasing reload speed as well.

BACKGROUND:

The carbine version of the M16 is a prized weapon for many elite military/paramilitary units, due to its modularity and its versatility in both close quarters and open field combat. The weapon's popularity has since spread to the regular U.S. infantry, who increasingly find themselves deployed to dense urban environments.

Used extensively by many militaries and law enforcement units around the world.

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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