

SCAR-H

[HERC DATASET ENTRY: SCAR-H]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
18 - 23	13.33	55 DPS	14	55%	70	7.5%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
2.5 seconds	Automatic	20		10		

How to Obtain:

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Crafting:

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Recycling products:

- [Firing Pin](#) x 1
- [Handguard](#) 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 Damage
- Good Range
- Accurate (*vs. other assault rifles*)
- High RoF (*highest of all assault rifles*)
- Fully Automatic

CONS:

- High Ammo Cost (*vs. other assault rifles*)
- Small Magazine (*vs. other assault rifles*)

TACTICS:

An excellent all-purpose weapon in the vein of the M4A1 or FA-223, it possesses the highest RoF of any assault rifle, which is combined with decent accuracy and damage per shot. It does possess a smaller magazine than other AR-types and chews through ammo quickly, but it will shred even groups of zombies with ease.

Recommended gear:

- Ammunition Mods to get more damage out of its smaller magazine.
- Bandoliers to decrease the time spent reloading.
- Extended Mags to increase its small magazine.

BACKGROUND:

The **S**pecial Forces **C**ombat **A**ssault **R**ifle resulted from a demand by U.S. special forces units for a versatile and highly-modular weapon system. Two models were produced, with the 7.62mm "H" (Heavy) model being the most prominent, fulfilling various niche roles as a dual-purpose CQB/designated marksman rifle.

Equipped by the military and some SWAT teams, with semi-auto only models available to civilians as well.

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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