

M-27

[HERC DATASET ENTRY: M-27]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
15 - 20	9.73	53.4 DPS	14	55%	100	7.5%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
4.55 seconds	Automatic	60		10	-12.5%	

How to Obtain:

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Crafting:

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Recycling products:

- Trigger System x 1
- Return Spring x 1
- Barrel x 1
- Firing Pin x 1
- Machined Parts x Variable (dependent on the item's Level and attachments/conditions)

Overview:

PROS:

- Good Damage
- Accurate (*vs. other LMGs*)
- Fully Automatic
- High RoF

CONS:

- Very High Ammo Cost

- Reloads Slowly
- Small Magazine (*vs. other LMGs*)
- Moderate Move Speed Penalty

TACTICS:

Its magazine may be small compared to other LMGs, but it can still sustain fire for longer than most other firearms and its relatively good accuracy makes it more efficient overall. However, though quicker than other LMGs, it still takes a while to reload, so carefully timed manual reloads and backup from other survivors is recommended.

Recommended gear:

- Ammunition Pouches/Bandoliers compensate for the slow reload.
- Extended Mags allow it to lay down even more fire before having to reload, with some variants decreasing reload times as well.
- Glasses to increase its range, with some variants increasing accuracy as well.

BACKGROUND:

Adapted from the M-416, this versatile light support weapon is designed for rapid engagements in urban combat. It can feed from either standard M4/M16 magazines or extended box/drum magazines, providing a less cumbersome alternative to belt-fed options at the expense of some firepower.

Relatively new, it was equipped in small quantities by some military units.

Variations:

SUPPRESSED	SCOPED	SUPPRESSED + SCOPED
<p>Obtained By: Looting or Crafting (with Recoilless)</p> <p>Guaranteed stat:</p> <ul style="list-style-type: none"> -80% Noise -10% Damage -20% Enemy suppression 	<p>Obtained By: Looting</p> <p>Guaranteed stat:</p> <ul style="list-style-type: none"> +15% Range +3% Accuracy 	<p>Obtained By: Looting</p> <p>Guaranteed stat:</p> <ul style="list-style-type: none"> -80% Noise -10% Damage -20% Enemy suppression +15% Range +3% Accuracy

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