

M-24

[HERC DATASET ENTRY: M-24]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
110 - 125	0.58	40.9 DPS	25	72.5%	91	8%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
3.5 seconds	Bolt-Action	10	10	20	-15%	

How to Obtain:

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Crafting:

-

Recycling products:

- Barrel x 1
- Bolt Assembly x 1
- Sights x 1
- Machined Parts x Variable (dependent on the item's Level and attachments/conditions)

Overview:

PROS:

- Very High Damage
- Very Long Effective Range (*longest of all weapons, tied with M107-CQ*)
- Large Magazine (*vs. other long rifles*)

CONS:

- High Ammo Cost (*vs. other long rifles*)
- Slow Fire Rate (*vs. other long rifles*)
- Slow Reload (*vs. other long rifles*)

- Loud (*vs. other long rifles*)
- Inaccurate (*vs. other long rifles*)
- High Move Speed Penalty
- Long Minimum Effective Range (*vs. other long rifles*)

TACTICS:

With an extremely long range and excellent damage, the M-24 is adept in both raiding and compound defense, being able to pick off enemies from a safe distance and counter hostile snipers.

However, its slow attack speed, long minimum range and high move speed penalty make it a good deal less useful in missions, where enemies are far more numerous. Its high ammo cost also makes it impractical to bring one, especially given its inefficiency against large groups.

Grouping its wielder with other survivors will help to counteract its weaknesses. In addition, its accuracy is somewhat low for a rifle, so handing it to a survivor that has a high Ranged combat skill and/or specializes in long rifles is recommended.

Recommended gear:

- Ammunition Mods to increase its relatively low damage.
- Ammunition Pouches/Bandoliers to compensate for the slow reload.
- Glasses to enhance its effective range even further, with some variants increasing accuracy as well.

BACKGROUND:

The U.S. military's standard sniper rifle can hit targets accurately at distances of up to 1000 meters. This variant features a detachable box magazine, which increases reload speed and efficiency over the internal magazines of previous models.

Used by both law enforcement and the military.

Variations:

SUPPRESSED	SCOPED	SUPPRESSED + SCOPED

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<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

Revision #4

Created 2026-01-06 19:29:05 UTC by XxmondoxX_115

Updated 2026-03-09 18:06:18 UTC by Nekoppmi