

M-417

[HERC DATASET ENTRY: M-417]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
120 - 140	1.82	112.2 DPS	22	72.5%	100	10%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
2.8 seconds	Semi-Automatic	10	7	15	-10%	

How to Obtain:

-

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:

- High Damage
- Long Effective Range
- High RoF (*vs other long rifles*)
- Large Magazine (*vs other long rifles*)
- Reloads Quickly (*vs other long rifles*)

CONS:

- High Ammo Cost

- Inaccurate (*vs other long rifles*)
- Moderate Move Speed Penalty

TACTICS:

A relatively fast rate of fire combined with excellent damage per shot and long effective range lets it rip apart targets with ease from a safe distance. However, while a decently fast reload and relatively large magazine leaves it less vulnerable to being swarmed than other long rifles, it's still not recommended for close quarters and is best used from a distance, preferably with support from other survivors.

Recommended gear:

- Glasses to further improve range, with some variants improving accuracy as well.
- Bandoliers to improve reload speed, reducing the amount of time survivors spend reloading the weapon.

BACKGROUND:

An upsized version of the M-416, this battle rifle retains many of the same improvements over the M4 carbine. Its biggest difference from the M-416 is that it fires the hard hitting 7.62mm NATO round from a longer barrel, greatly increasing its stopping power and range.

Favored by some special forces and law enforcement units as a designated marksman's rifle.

Variations:

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

Revision #4

Created 2026-01-06 19:29:32 UTC by XxmondoxX_115

Updated 2026-03-09 18:07:45 UTC by Nekoppmi