

M107-CQ

[HERC DATASET ENTRY: M107-CQ]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
150 - 200	1	81 DPS	25	75%	155	20%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
3 seconds	Semi-Automatic	5	10	15	-20%	

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 (*fourth-highest of all long rifles*)
- Very Long Effective Range (*vs. other long rifles*)
- High Knockback (*vs. other long rifles*)

CONS:

- Very High Ammo Cost (*vs. other long rifles*)
- Small Magazine
- Low RoF

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

TACTICS:

This weapon is capable of obliterating almost any target from an extreme distance with just a couple of shots. It is vulnerable to being swarmed, however, due to its small magazine and slow rate of fire, and its speed penalty makes escaping danger much more difficult. Protecting its wielder with other survivors is highly recommended.

Recommended gear:

- Ammunition Mods to further improve damage, ensuring 1-shot kills.
- Bandoliers to decrease downtime due to reloading.
- Glasses to increase it's extreme range further, with some variants improving

BACKGROUND:

A descendant of the M82 Barrett, the M107-CQ fires the same .50 BMG round from a lightened frame and shortened barrel, while retaining most of its devastating power. It's typically used where the power of a .50 caliber rifle is needed, but the bulk of its bigger brothers prohibits their use, such as in vehicles and urban environments. Primarily used by the military, with some available for civilian purchase.

Variations:

SUPPRESSED	SCOPED	SUPPRESSED + SCOPED
<p><u>Obtained By:</u> Looting or Crafting (with Recoiless)</p> <p><u>Guaranteed stat:</u> -80% Noise -10% Damage -20% Enemy suppression</p>	<p><u>Obtained By:</u> Looting</p> <p><u>Guaranteed stat:</u> +15% Range +3% Accuracy</p>	<p><u>Obtained By:</u> Looting</p> <p><u>Guaranteed stat:</u> -80% Noise -10% Damage -20% Enemy suppression +15% Range +3% Accuracy</p>

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