

MSR-82

[HERC DATASET ENTRY: MSR-82]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
204 - 254	1	119 DPS	28	75%	210	35%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
3.5 seconds	Semi-Automatic	10	15	20	-60%	

How to Obtain:

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Crafting:

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

CONS:

- Extremely High Move Speed Penalty (*highest of all weapons*)
- Slow Reload Speed

- Very Long Minimum Effective Range
- Very Loud
- Very High Ammo Cost (*highest of all rifles*)
- Requires Leader/Recon
- Slow Aim Time (*slowest of all weapons*)
- Slow RoF

TACTICS:

While it sports a larger magazine than its M107 sibling, its large minimum effective range makes it dangerously ineffective at close range. Its move speed penalty is also the highest in the game, making it difficult for its wielder to flee. The MSR-82 is best used in large maps with plenty of open space, and should be adequately covered by other survivors. It may also be better used in compound defense, rather than on missions.

Recommended gear:

- Ammunition Mods to beef up its already immense damage rating.
- Extended Mags/Bandoliers to improve its reload speed.
- Glasses to improve accuracy and range.

BACKGROUND:

This descendant of the original M82 frightens even its users with its deafening sounds and intimidating size. The mounted bipod and lengthy barrel puts it on par with the M107, but its absurd weight makes it difficult even for a well-equipped team to carry around. Used exclusively by the military.

Variations:

SUPPRESSED	SCOPED	SUPPRESSED + SCOPED
<p>Obtained By: Looting or Crafting (with Recoiless)</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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