

SKS

[HERC DATASET ENTRY: SKS]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
130 - 160	4	187.7 DPS	28	72.5%	138	10%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
3 seconds	Semi-automatic	10	5.1	15		

How to Obtain:

-

Crafting:

-

Recycling products:

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

Overview:

PROS:

- Attacks Quickly
- High Damage (*vs. other long rifles*)
- Long Effective Range (*vs. other long rifles*)
- Short Minimum Effective Range (*vs. other long rifles*)
- Accurate

CONS:

- High Ammo Cost (*vs. other long rifles*)
- Short Magazine (*vs. other long rifles*)
- Long Reload Speed (*vs. other long rifles*)

TACTICS:

The SKS a fast firing rifle with a small minimum effective range and balanced damage. Its reload speed and capacity might cause disdain among players but both can be corrected with the appropriate gear. Survivors specialized in rifles will benefit from this weapon should they have backup from fellow survivors.

Recommended gear:

- Extended Mags to increase its short magazine, allowing more shots to be fired.
- Glasses to improve its accuracy, with some variants increasing range as well.
- Bandoliers to speed up reloading time and take down infected more quickly.
- Ammunition Mods to increase the damage output and take down infected faster.

BACKGROUND:

The Russian *Samozaryadnyy Karabin sistemy Simonova* (Self-loading Carbine of the Simonov system) is a Soviet-made semi-automatic rifle designed by Sergei Gavrilovich Simonov in 1944. Though the Soviets quickly phased out the SKS in favor of the AK-47, millions of SKS rifles were produced in China and soon sold overseas as curio items in the U.S. up until 1994.

Seen as the "poor man's deer rifle", Chinese copies are the most common find, although ceremonial variants of the Soviet version are still used by the Russian Honor Guard today.

Variations:

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

Revision #4

Created 2026-01-06 19:30:24 UTC by XxmondoxX_115

Updated 2026-03-09 18:17:19 UTC by Nekoppmi