

# Hatchet

[HERC DATASET ENTRY: HATCHET]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
20 - 35	1.43	38.9 DPS	1.5	99%		8%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
	Melee			0		

## How to Obtain:

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## Crafting:

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## Recycling products:

- Weapon Handle x 1
- Hardened Metal x Variable (dependent on the item's Level and attachments/conditions)

## Overview:

### **PROS:**

- Good Damage
- Attacks Quickly
- Very Accurate
- Noiseless

### **CONS:**

- Short Reach
- Low Knockback

### **TACTICS:**

An effective melee weapon in the levels it can typically be obtained in, thanks to its combination of decent damage and a quick strike. Its only real drawback is one shared by most melee weapons, namely having to close with the enemy to attack.

### **Recommended gear:**

- Vests boost the health of any survivor wielding the weapon.

### **BACKGROUND:**

Similar to a hand axe, it performs many of the same functions as its large and unwieldy brothers, but in a smaller and handier package. An excellent tool to have on camping trips and long hikes, as well as for hacking off the occasional undead limb.

Available in hardware and camping stores.

### **Variations:**

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

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