

Survival Ax

[HERC DATASET ENTRY: SURVIVAL AX]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
40 - 50	1.43	63.6 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:

- It can be scavenged during Level 29+ missions.

Crafting:

- Level 19 Vintage Balanced Hardened variants can be crafted using a Vintage Survival Ax and 26 Hardened Metal at a Level 8+ Weapons Bench for 23 Fuel after scavenging the required schematic. Also requires a Level 19+ Engineer and Fighter.
- Level 19 Vintage Quality Slicing variants can be crafted using a Vintage Survival Ax and 50 Hardened Metal at a Level 9+ Weapons Bench for 33 Fuel after scavenging the required schematic. Also requires a Level 19+ Engineer and Fighter.
- Level 30 Balanced Hardened variants can be crafted using a Survival Ax and 40 Hardened Metal at a Level 11+ Weapons Bench for 37 Fuel after scavenging the required schematic. Also requires a Level 30+ Engineer and Fighter.

Recycling products:

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

Overview:

PROS:

- High Damage
- Attacks Quickly
- Very Accurate

- Noiseless

CONS:

- Short Reach
- Low Knockback

TACTICS:

A fast and deadly weapon, the Survival Ax is capable of quickly dispatching enemies with a few fast strikes. However, survivors must get quite close to their target due to its short reach, so caution is advised. Support from other survivors with firearms is recommended, as they can pick off enemies and protect users from large swarms.

Recommended gear:

- Vests increases the health of the wielder, allowing them to survive longer in large hordes.

BACKGROUND:

The bigger, badder cousin of the hatchet, this useful tool can easily hack through foliage and undead flesh without sacrificing too much in the way of handiness. Very useful for anyone looking to survive in the woods or the urban jungle.

Can be found in most camping/outdoor sporting stores.

Variations:

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