

Death Adder

- [Death Adder](#)
- [Death Adder SP \(★\)](#)

Death Adder





[HERC BATABASE ENTRY: DEATH ADDER]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
20 - 22	1	7.9 DPS	8	60%	22	15%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
3.5 seconds	Double-Action	6		10		

How to Obtain:

- It can be scavenged during Level 4+ missions.

Crafting:

- The weapon can be upgraded up to level 9.
- Level 8 Quick Action variants can be crafted using a Death Adder and 4 [Machined Parts](#) at a Level 3+ [Weapons Bench](#) for 5 
- Level 11 Sighted Quick Action variants can be crafted using a Death Adder and 18 [Machined Parts](#) and 4 [Machined Parts](#) at a Level 4+ [Weapons Bench](#) for 13  (after scavenging the required schematic) (also requires a Level 12+ [Engineer](#))

Recycling products:

- [Cylinder](#) x 1
- [Grip](#) x 1
- [Machined Parts](#) x Variable (dependent on the item's Level and attachments/conditions)

Overview:

PROS:

- High Damage

CONS:

- Attack Slowly
- Reloads Slowly
- Small Magazine
- High Ammo Cost

TACTICS:

Slow but powerful, the Death Adder can bring down most similarly-leveled zombies with just one shot. However, its relatively slow attack speed, combined with a small and slowly reloaded magazine, makes its wielder highly vulnerable to being swarmed. Carefully timed manual reloads and backup from other survivors are highly recommended.

Recommended gear:

- Ammunition Pouches/Bandoliers greatly speed up its slow reload, reducing the amount of time its wielder is left vulnerable.
- Extended Mags allow it to fire more of its high-powered rounds before needing to reload, with some variants also speeding up the reload slightly.

BACKGROUND:

One of the biggest arrivals to the large-caliber revolver market is a hefty hand cannon cosmetically similar to its .357 cousins, but chambered to fire the .45 ACP round. It is a mean and accurate man-stopper with undeniable presence, despite lacking the range and power of a Magnum pistol.

A powerful handgun sold throughout North America.

Variations:

SCOPED



SCOPED

Obtained By: Looting or Crafting(+*Quick Action*)

Guaranteed stat:

+15% Range

+3% Accuracy


Death Adder SP (?)



[HERC BATABASE ENTRY: DEATH ADDER]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
24 - 26	1.11	21.1 DPS	13.13	99%	28	15%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
1.65 seconds	Double-Action	6		9		

How to Obtain:

- Level 7 variants can be purchased for 250  at The Store.
- Level 10 variants might be obtained by opening Level 13 Trick or Treat Trunks.

Crafting:

- The weapon can be upgraded up to level 12-15.

Recycling products:

- Cylinder x 1
- Grip x 1
- Machined Parts x 6 - 8

Overview:

PROS:

- High Damage

CONS:

- Attack Slowly
- Reloads Slowly
- Small Magazine
- High Ammo Cost

TACTICS:

Almost identical to its parent, the Death Adder, it shares many of the same strengths and weaknesses. The main differences are the faster reload times and increased DPS. Nevertheless, it should still be relegated as a backup role, dependent on the increased firepower of other weapons.

Recommended gear:

- Ammunition Mods adds an extra kick to the weapon's damage rating, allowing it to bring down zombies with less shots.
- Extended Mags compensate for the low magazine size, with some variants increasing reload speed as well.
- Glasses compensate for the small effective range, with some variants boosting accuracy as well.

BACKGROUND:

The handgun of choice for many big-game hunters and gun-collectors, this modified Death Adder retains all the stopping power of the original, plus a scope for accurate long-distance shooting and a much smoother cylinder mechanism that enhances rate of fire and reload speed.

An expensive firearm found in any North American gun shop.

Variations:

The Death Adder SP has no modular variations.