


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.

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