

IGNIS-MP 22

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IGNIS-MP 22



[HERC


DATASET ENTRY: IGNIS-MP 22]

Damage	Attacks Per Second	Fire Mode	Knockback	Accuracy	Range	Reload Speed	Magazine Size	Noise
3 - 7 (9.9 DPS)	7.06	Automatic	3%	40%	6	1.7 seconds	30	8

How to Obtain:

- It can be scavenged during Level 6+ missions.

Crafting:

- The weapon can be upgraded up to level 11.
- Level 11 Recoilless variants can be crafted using an IGNIS-MP 22 and 6 Machined Parts at a Level 5+ Weapons Bench for 6  (after scavenging the required schematic)

Recycling products:

- Return Spring x 1
- Trigger System x 1
- Machined Parts x Variable (dependent on the item's Level and attachments/conditions)

Overview:

PROS:

- Reloads Quickly
- Large Magazine
- Fully Automatic
- Low Ammo Cost (vs other SMGs)

CONS:

- Very Low Damage (*lowest of all firearms*)
- Short Range
- Low RoF (*vs other SMGs*)
- Inaccurate
- Very Low Knockback

TACTICS:

A step up from the Improvised SMG, its relatively high accuracy and RoF make it quite effective early on, and its large, quickly reloaded magazines ensure a near-constant hail of bullets. However, it deals little damage per shot, but its good RoF and large magazine can make this weapon useful early on.

Recommended gear:

- Ammunition Mods increases its low damage, making it more efficient.
- Extended Mags allows it to fire more rounds before having to reload. Some variants will also speed up its reloads.
- Glasses increases its low effective range, with some variants increasing accuracy as well.

BACKGROUND:

An inexpensive SMG from Eastern Europe known for its tendency to overheat and jam after extensive fire. Originally made for police and paramilitary use, many of these guns fell into the hands of various thugs and mafia-types, thus featuring in a number of violent crimes in and around Union City.

Commonly used by criminals.

Variations:

The IGNIS-MP 22 has no modular variations.

HERC-2 SMG (?)



[HERC

DATASET ENTRY: HERC-2 SMG]

Damage	Attacks Per Second	Fire Mode	Knockback	Accuracy	Range	Reload Speed	Magazine Size	Noise
15 - 18 (59.8 DPS)	7.06	Automatic	3%	70%	6	1.7 seconds	35	8

How to Obtain:

- Level 15 variants might be obtained by opening certain Re-Re-Released HERC Tactical Response Supply Box variants.

Crafting:

- The weapon can be upgraded up to level 20.

Recycling products:

- [Return Spring](#) x 1
- [Trigger System](#) x 1

Overview:

PROS:

- Accurate (*vs. other SMGs*)
- Reloads Quickly
- Large Magazine
- Fully Automatic
- Low Ammo Cost (*vs. other SMGs*)

CONS:

- Very Short Effective Range
- Low RoF

TACTICS:

With a notably high accuracy and fine damage, this weapon is quite effective, especially for its low ammo cost. Unfortunately, it has a very low range and low fire rate, necessitating support from longer range, or acting as support for said longer ranged weapons.

Recommended gear:

- Ammunition Mods
- Glasses

BACKGROUND:

To fulfill their need for a cheap yet effective self-defense weapon for their support personnel, HERC adapted a common and inexpensive SMG to fire 9mm rounds from an extended 35-round magazine and added various accurizing modifications, making it a deadly weapon in close quarters.

Usually found in HERC camps that were likely to come under attack.

Variations:

The HERC-2 SMG has no modular variations.