

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.

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