

# Manning .22

[HERC DATASET ENTRY: MANNING .22]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
5 - 8	1	3.1 DPS	12	80%	18	8%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
3.4 seconds	Semi-Automatic	5	3	10		

## How to Obtain:

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## Crafting:

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## Recycling products:

- Barrel x 1
- Bolt Assembly x 1
- Sights x 1
- Stock x 1
- Machined Parts x Variable (dependent on the item's Level and attachments/conditions)

## Overview:

### **PROS:**

- Accurate

### **CONS:**

- Small Magazine
- Low Damage
- Short Effective Range (*vs other rifles*)
- Attacks Slowly

- Reloads Slowly

### **TACTICS:**

Likely the first long range weapon you will ever lay hands on, this rifle is longer ranged and more accurate than most firearms available early on, it deals little damage per shot (though it's still enough to kill or severely wound zombies with one shot early on) and has a small and slow to reload magazine. Its wielder should be grouped with other survivors and kept at a safe distance.

### **Recommended gear:**

- Ammunition Pouches/Bandoliers allow it to fire more rounds in a shorter time, thanks to the faster reload speed.
- Ammunition Mods improves its low damage.

### **BACKGROUND:**

A classic recreational rifle that has been the highlight of many happy childhoods, and the bane of countless tin cans for decades! Its ammunition is plentiful and dirt-cheap, which makes this a perfect plinker for training, boredom, or when there is simply no better firearm at hand. It is also the perfect gift for any young post-apocalyptic child in your encampment. Available in any North American gun store.

## **Variations:**

SUPPRESSED	SCOPED	SUPPRESSED + SCOPED
<b><u>Obtained By:</u></b> Looting or Crafting <i>(with Recoilless)</i> <b><u>Guaranteed stat:</u></b> -80% Noise -10% Damage -20% Enemy suppression	<b><u>Obtained By:</u></b> Looting <b><u>Guaranteed stat:</u></b> +15% Range +3% Accuracy	<b><u>Obtained By:</u></b> Looting <b><u>Guaranteed stat:</u></b> -80% Noise -10% Damage -20% Enemy suppression +15% Range +3% Accuracy

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Revision #8

Created 2026-01-06 19:28:20 UTC by XxmondoxX\_115

Updated 2026-03-09 17:48:53 UTC by Nekoppmi