

Lawson .22 Pistol

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[HERC DATASET ENTRY: LAWSON .22 PISTOL]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
5 - 8	1.33	4.6 DPS	6	70%	8	3%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
1.7 seconds	Semi-Automatic	7		4		

How to Obtain:

- A Level 1 Normal variant is present in the Inventory from the beginning of the game.
- It can be scavenged during Level 1+ missions.

Crafting:

- The weapon can be upgraded up to level 5.
- Level 4 Quick Action variants can be crafted using a Lawson .22 and 2 [Machined Parts](#) at a Level 1+ [Weapons Bench](#) for 2 

Recycling products:

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

Overview:

PROS:

- Reloads Quickly (*vs other Pistols*)
- Accurate (*vs other Pistols*)
- Quiet (*lowest of all pistols*)
- Very Low Ammo Cost
- First ranged weapon available

CONS:

- Low Damage
- Inaccurate (*lowest of all weapons*)
- Short Effective Range

TACTICS:

The first firearm available to the player, it's strong enough early on against equally-leveled zombies and is rather accurate, which means less wasted shots. Later on, however, its inadequate damage and small magazine means it should be replaced with stronger weapons when they become available.

Recommended gear:

- Ammunition Mods increases its low damage, making it more efficient.

BACKGROUND:

A popular and inexpensive training/target pistol possessing the same grip and fire controls as the M1911. Beginner and experienced shooters alike can plink away magazine after magazine without ever having to feel guilty about their wallets.

A common firearm sold throughout North America.

Variations:

The Lawson .22 Pistol has no modular variations.