

# M1911 Pistol

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[HERC DATABASE ENTRY: M1911]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
15 - 22	2.5	20.7 DPS	8	70%	35	10%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
1.8 seconds	Semi-Automatic	8		6		

## How to Obtain:

- It can be scavenged during Level 11+ missions.

## Crafting:

- The weapon can be upgraded up to level 16.
- Level 14 High Capacity Quick Action variants can be crafted using a M1911 and 20 [Machined Parts](#) at a Level 5+ [Weapons Bench](#) for 17  (after scavenging the required [schematic](#)) (also requires a level 14+ [Engineer](#) and [Scavenger](#))

## Recycling products:

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

## Overview:



### **PROS:**

- Good Knockback
- Reloads Quickly
- Accurate

### **CONS:**

- Small Magazine
- High Ammo Cost

### **TACTICS:**

Accurate and quick to fire, which, combined with a quick reload speed, allows it to bring down zombies quickly and efficiently. However, its short range and small magazine is a problem when facing large groups of zombies. To prevent this, pair its wielder with other survivors so they may provide mutual support.

### **Recommended gear:**

- Ammunition Mods increase its damage.
  - Extended Mags extends the time of laying down fire.
  - Bandoliers makes reload time almost unnoticeable.
  - Glasses allows the wielder to shoot farther, becoming less vulnerable in large crowds.
- Some variants even increase the already high accuracy.

### **BACKGROUND:**

One of the longest-serving self-loading pistols ever made, it was the standard sidearm of the U.S. military through two World Wars and the Cold War before being replaced by more modern 9mm handguns (such as the M9). However, significant aftermarket support has kept this design relevant, and it is still used by various military and law enforcement units. A very popular handgun sold throughout North America.

## **Variations:**

### **SUPPRESSED**



**SUPPRESSED**

**Obtained By:** Looting or Crafting (*with Stabilized*)

**Guaranteed stats:**

-80% Noise

-10% Damage

-20% Enemy suppression