

# Manning AS Pistol

- [Manning AS Pistol](#)
- [Manning High Power .50 \(★\)](#)
- [Gold High Power .50 \(★\)](#)
- [Gold Manning HP .50 Custom \(★↑\)](#)

# Manning AS Pistol



[HERC DATABASE ENTRY: MANNING AS PISTOL]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
55 - 60	4	141.1 DPS	11	90%	74	12.5%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
2 seconds	Semi-Automatic	18		8		

## How to Obtain:

- It can be scavenged during Level 45+ missions.

## Crafting:

- The weapon can be upgraded up to Level 50.

## Recycling products:

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

## Overview:

### **PROS:**

- High Knockback
- Very Accurate

- Attacks Quickly

**CONS:**

- High Ammo Cost

**TACTICS:**

Possessing a massive damage rating and having higher stats than most pistols, it is arguably one of the best pistols in the game. The primary downside is its high ammo cost.

**Recommended gear:**



- Ammunition Mods further increase ballistic effect.
- Carrier Harness/Bandoliers expedite the reloading process.
- Glasses increase the effective targeting range of the weapon, with some variants aiding the wearer in successfully striking their target.

**BACKGROUND:**

A racegun with a polymer grip and stainless steel frame, this M1911 based pistol is used in many competitions. The design of the barrel gives a more consistent performance and reduced muzzle flip; it also features integrated rails for adding any optics the user might desire.

Available in some North American gun stores, complete with complimentary T-shirt and cap.

**Variations:**

SUPPRESSED	SCOPED
	
<p><b>Obtained By:</b> Looting <b>Guaranteed stat:</b> -80% Noise -10% Damage -20% Enemy suppression</p>	<p><b>Obtained By:</b> Looting <b>Guaranteed stat:</b> +15% Range +3% Accuracy</p>



# Manning High Power .50 (?)



[HERC DATASET ENTRY: MANNING HIGH POWER .50]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
22 - 25	0.91	14.5 DPS	9	80%	25	20%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
1.25 seconds	Semi-Automatic	7		7		

## How to Obtain:

- 

## Crafting:

- 

## Recycling products:

- 

## Overview:

### PROS:

-

### **CONS:**

- 

### **TACTICS:**

#### **Recommended gear:**

- 
- 
- 

### **BACKGROUND:**

### **Variations:**

The Manning High Power .50 has no modular variations

# Gold High Power .50 (?)



[HERC DATASET ENTRY: GOLD HIGH POWER .50]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
65 - 85	1.11	61.6 DPS	10	85%	32	40%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
1.25 seconds	Semi-Automatic	10		7		

## How to Obtain:

- 

## Crafting:

- 

## Recycling products:

- 

## Overview:

### PROS:

-

### **CONS:**

- 

### **TACTICS:**

#### **Recommended gear:**

- 
- 
- 

### **BACKGROUND:**

### **Variations:**

The Gold High Power .50 has no modular variations

# Gold Manning HP .50 Custom (??)



[HERC DATASET ENTRY: GOLD MANNING HP .50 CUSTOM]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
105-120	1.18	115.7 DPS	11.5	99%	53	40%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
1.25 sec	Semi-Automatic	12		7		

## How to Obtain:

- 

## Crafting:

- 

## Recycling products:

- 

## Overview:

### PROS:

-

### **CONS:**

-

### **TACTICS:**

#### **Recommended gear:**

-

-

-

### **BACKGROUND:**

### **Variations:**

The Gold Manning HP .50 Custom has no modular variations