

PPM-9

- [PPM-9](#)

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[HERC DATABASE ENTRY: PPM-9]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
7 - 10	1.82	6.2 DPS	6	60%	17	1%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
1.8 seconds	Semi-Automatic	7		6		

How to Obtain:

- It can be scavenged during Level 3+ missions.

Crafting:

- The weapon can be upgraded up to level 8.
- Level 7 Stabilized Suppressed can be crafted using an PPM-9 and 12 [Machined Parts](#), and a [Pipe](#) at a Level 2+ [Weapons Bench](#) for 8  (after scavenging the required [schematic](#))

Recycling products:

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

Overview:

PROS:

- Reloads Quickly

CONS:

- Low Damage
- Short Effective Range
- Small Magazine
- Very Low Knockback

TACTICS:

Basically faster firing, faster reloading Tauron 9mm. They are otherwise nearly identical in effectiveness, and both are useful early on. However, its short range, low damage and small magazine means it should be replaced with more powerful firearms later on.

Recommended gear:

- Ammunition Mods compensate for its low damage.
- Glasses compensate for its short range.
- Extended Mags compensate for its small magazine, with some variants increasing reload speed as well.
- Ammunition Pouchs shortens reload time, compensating for the small magazine.

BACKGROUND:

Law-abiding citizens needing personal protection frequently turn to small concealable pistols, which can be hidden in one's pocket, belt, or purse — ready to surprise the unwary perp. The PPM series in particular was attractive for its small size and affordability, but lacked stopping power and was notoriously difficult to shoot. A very common firearm sold throughout North America.

Variations:

SUPPRESSED



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

Guaranteed stats:

-80% Noise

-10% Damage

-20% Enemy suppression