

TMP-15

- [TMP-15](#)

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[HERC DATABASE ENTRY: TMP-15]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
45 - 50	10.21	198.8 DPS	13	67.5%	59	12.5%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
1.8 seconds	Automatic	30		8		

How to Obtain:

- It can be scavenged during Level 51+ missions.
- It can be scavenged during the [Raid on Union Island](#).
- There is a chance of being rewarded an Elite, Rare, or Unique version by opening the [Island Raid Haul](#).

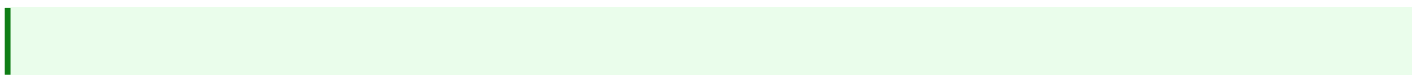
Crafting:

- The weapon can be upgraded up to Level 56.

Recycling products:

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

Overview:



PROS:

- Good Knockback (*vs other Pistols*)
- Reloads Quickly
- Large Magazine (*vs other Pistols*)
- Fully Automatic
- High RoF
- Good Accuracy (*vs other Pistols*)
- Low Ammo Cost (*vs other Pistols*)

CONS:

- Short Effective Range (*vs other weapons of the level range*)

TACTICS:

Basically, an upgraded TMP-9 with slightly increased range and accuracy. With a high rate of fire, decent damage and knockback, survivors specialized in pistols will handle this weapon better.

Recommended gear:

- Ammunition Mods increase the ballistic effect of the weapon, decreasing the amount of time to incapacitate a target.
- Holsters give the weapon the ability to rapidly dispatch infected targets with minimal effort.
- Glasses increase the effective targeting range of the weapon, with some variants aiding the wearer in successfully striking their target.

BACKGROUND:

HERC personal security details have procured modified versions of the compact Swiss-Austrian machine pistol designs currently in inventory. Upgrades have been made to the firing system and recoil mitigation systems for better control during fully-automatic fire. HERC small arms development teams have issued to security details stationed on Union Island.

Variations:

SUPPRESSED

SCOPED



Obtained By: Looting or Unboxing

Guaranteed stat:

- 80% Noise
- 10% Damage
- 20% Enemy suppression



Obtained By: Looting or Unboxing

Guaranteed stat:

- +15% Range
- +3% Accuracy