

TMP-9

- [TMP-9](#)

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[HERC DATABASE ENTRY: TMP-9]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
14 - 19	10.21	51.2 DPS	9	50%	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 21+ missions.

Crafting:

- The weapon can be upgraded up to level 26.

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

CONS:

- High Ammo Cost (*vs other Pistols*)
- Short Effective Range
- Inaccurate (*vs other Pistols*)

TACTICS:

This compact weapon can put out astounding amounts of lead due to its high rate of fire and large, quick-to-reload magazine. Combined with its decent damage and high knockback, anything that enters its admittedly short effective range is unlikely to make it to its wielder. It is relatively inaccurate, so giving it to a survivor with a high Ranged Combat skill would be wiser.

Recommended gear:

- Ammunition Mods increase the damage dealt, bringing enemies down faster.
- Extended Mags allow it to lay down even more fire before having to reload, with some variants increasing reload speed as well.
- Glasses increases the short effective range, with some variants increasing accuracy as well.
- Weapon Cleaning Kit counteracts for the low accuracy.

BACKGROUND:

Counter-terror teams and personal security details around the world favor this compact Swiss-Austrian machine pistol. A lethal but easily handled package in tight quarters thanks to its high rate-of-fire and short length, it's an excellent choice for tight urban environments. Used by some federal agencies and certain criminal elements.

Variations:

The TMP-9 has no modular variants.