

Venom-MP

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[HERC DATABASE ENTRY: VENOM-MP]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
9 - 12	11.08	22.7 DPS	9	40%	50	10%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
1.8 seconds	3-Round Burst	20		6		

How to Obtain:

- It can be scavenged during Level 12+ missions.

Crafting:

- The weapon can be upgraded up to level 17.
- Level 17 Sighted variants can be crafted using a Venom-MP and 10 [Machined Parts](#) at a Level 8+ [Weapons Bench](#) for 10  (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:

- Attacks Quickly (fastest of all non-Automatic weapons)

- Reloads Quickly
- Large Magazine

CONS:

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

TACTICS:

Its burst-fire capability gives it more punch than most other handguns, which is supported by a large magazine and quick reload time, allowing it to put out a lot of lead. However, each individual shot does not deal much damage and its accuracy is mediocre at best. Giving it to a survivor with a high Ranged Combat skill and/or a Pistol specialization would compensate for both.

Recommended gear:

- Weapon Cleaning Kits compensate for its low accuracy, causing it to waste less shots, which in turn improves efficiency.
- Glasses increases its short effective range, with some variants increase accuracy as well.
- Ammunition Mods allows it to take down enemies faster.

BACKGROUND:

This souped-up M9 features an accurate 3-round burst fire mode, which can easily land multiple triple-taps in a quarter-sized circle, albeit only at short range. Unfortunately, this was too poisonous for the US government's liking, prompting gun laws to prevent its circulation there.

Equipped in limited numbers by some law enforcement branches.

Variations:

The Venom-MP has no modular variations.