

M9 Pistol




[HERC DATABASE ENTRY: M9 PISTOL]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
9 - 12	3.33	15 DPS	8	60%	20	10%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
1.8 seconds	Semi-Automatic	15		6		

How to Obtain:

- It can be scavenged during Level 10+ missions.

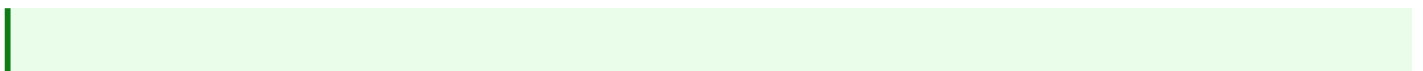
Crafting:

- The weapon can be upgraded up to level 15.
- Level 14 Dampened Suppressed variants can be crafted using a M9 Pistol and 22 [Machined Parts](#) at a Level 6+ Weapons Bench for 18  (after scavenging the required schematic) (Also requires a Level 15+ [Engineer](#) and [Scavenger](#))

Recycling products:

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

Overview:



PROS:

- Good Knockback
- Attack Quickly
- Reloads Quickly
- Large Magazine

CONS:

- Low Damage

TACTICS:

Basically upgraded G17 Pistol with a lot more knockback, the M9 can put out a lot of rounds quickly for a handgun, thanks to its large magazine and quick reload and attack speed. However, while its higher DPS keeps it viable for longer than the G17, replacing it later on with stronger weapons is still advisable.

Recommended gear:

- Ammunition Mods will greatly increase damage output
- Extended Mags will allow it to lay down even more fire.
- Ammunition Pouchs/Bandoliers will make reload unnoticeable.

BACKGROUND:

This sleek Italian pistol was what ultimately replaced the M1911 as the U.S. military's standard sidearm. Despite being a reliable and accurate handgun, desert conditions, poor stopping power, and poor ergonomics gave the M9 a bad reputation in recent conflicts, and a more effective replacement was being sought out when the outbreak struck. Standard issue to all branches of the military. Also favoured by numerous law enforcement authorities.

Variations:

SUPPRESSED



Obtained By: Looting or Crafting

Guaranteed stats:

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

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