

Sawn Off


[HERC DATABASE ENTRY: SAWN OFF]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
22 - 25	1.67	11.4 DPS	9	60%	33	30%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
2.5 seconds	Single-Shot (x2)	2		12		

How to Obtain:

- It can be scavenged during Level 10+ missions.

Crafting:

- The weapon can be upgraded up to Level 15.
- Level 15 variants can be crafted using a [Shotgun](#) and 1 [Saw Blade](#) at a Level 7+ Weapons Bench for 7  (after scavenging the required [schematic](#)).

Recycling Products:

- [Barrel](#) x 2
- [Machined Parts](#) x Variable (dependent on the item's Level and attachments/conditions)

Overview:

PROS:

- High Damage
- High Knockback
- Reloads Quickly (vs other Shotguns)

CONS:

- Small Magazine (lowest of all Shotguns)

- Short Effective Range

TACTICS:

A powerful weapon capable of killing or badly wounding most zombies with just a single blast, which is compensated by the fact that it only has two shots before needing to reload, though that is done relatively quickly. Combined with its short effective range, however, it is very likely that its wielder will end up swarmed if alone.

Recommended gear:

- Ammunition Pouches/Bandoliers increase reload speed.
- Glasses improve the short range, with some variants improving the accuracy.

BACKGROUND:

A double-barreled hunting shotgun reconfigured into classic (and illegal) "Lupara" fashion. The shortened barrel ensures loud and messy results by widening the spread of shot, but also reduces its deadliness beyond close range.

A custom firearm fashioned mostly by criminals and ranch owners.

Variations:

This weapon has no modular variations.

Revision #7

Created 2026-01-06 19:25:56 UTC by XxmondoxX_115

Updated 2026-03-09 18:39:36 UTC by Nekoppi