

SSG-12

[HERC DATABASE ENTRY: SSG-12]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
110 - 120	3.53	??? DPS	15.09	60%	72	40%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
2.5 seconds	Automatic	32		13		

How to Obtain:

- It can be scavenged during Level 56+ missions.
- Level 56+ variants can be scavenged during the [Raid on Union Island](#).
- Level 56 variants can be awarded from the [Raid Haul](#) box from Union Island.

Crafting:

- The weapon can be upgraded up to Level 60.

Recycling Products:

- [Barrel](#) x 1
- [Fore-end](#) x 1
- [Machined Parts](#) x Variable (*dependent on the item's Level and attachments/conditions*)

Overview:

PROS:

- High Damage
- High Knockback
- Noiseless
- Large Magazine (*versus other Shotguns*)
- Reloads Quickly (*versus other Shotguns*)

- Low Ammo Cost

CONS:

- Inaccurate (*versus other Shotguns*)

TACTICS:

This section requires expansion. You can help The Last Stand Wiki by adding to it.

Recommended gear:

- Glasses extend its short range, with some variants improving its poor accuracy as well.
- Extended Mags allow for more shots to be fired before reloading.

BACKGROUND:

Affectionately known by the nickname "Super ShotGun" to Union City residents, the SSG-12 is a recent addition in a line of tube-fed, semi-automatic American shotgun popular among sportsmen and law enforcement alike. HERC has included in their latest weapon catalogue a variant of this weapon with various stealth-oriented mods, with the most notable one being an improved version of the oversized suppressor found on the Thudder.

Initially issued to selected assault teams for field testing, this weapon is experiencing a surge in demand from various HERC branches.

Variations:

By default, the SSG-12 is always equipped with a suppressor and scope.

SUPPRESSED + SCOPED

Obtained By: Looting, Unboxing

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