

Tactical Shotgun


[HERC DATABASE ENTRY: TACTICAL SHOTGUN]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
18 - 24	2.5	23.6 DPS	8	80%	28	30%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
2.5 seconds	Semi-Automatic	8		13		

How to Obtain:

- It can be scavenged during Level 11+ missions.

Crafting:

- The weapon can be upgraded up to Level 16.
- Level 15 Quiet Smoothbore variants can be crafted using a Tactical Shotgun 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:

- [Barrel](#) x 1
- [Handguard](#) x1
- [Machined Parts](#) x Variable (dependent on the item's Level and attachments/conditions)

Overview:

PROS:

- High Damage
- Very Accurate
- Attack Quickly
- Reloads Quickly (vs other Shotguns)

CONS:

- Short Effective Range
- Small Magazine

TACTICS:

This gun is capable of shredding zombies with ease, thanks to its high damage per shot, fast attack speed, fast reloading speed and very high accuracy. That same attack speed is also a drawback, however, as it will rapidly empty the gun's small magazine.

Recommended gear:

- Ammunition Mod increases its already high damage, allowing it to take down enemies faster.
- Extended Mags allow it to lay down more fire before having to reload.
- Glasses compensate for the short effective range.
- Ammunition Pouches/Bandoliers to further increase the reload speed, allowing for more shots to be fired.

BACKGROUND:

A rugged and reliable combat shotgun, proven to be a brutally efficient close quarters weapon; its semi-automatic operation, quick-detachable box magazine, and uniquely shaped folding stock allows for faster manipulation and better portability over its pump-action contemporaries, further enhancing the user's deadliness indoors.

Used primarily by law enforcement and some paramilitary units.

Variations:

This weapon has no modular variations.

Revision #6

Created 2026-01-06 19:26:03 UTC by XxmondoxX_115

Updated 2026-03-09 18:40:13 UTC by Nekoppmi