

Thor


[HERC DATABASE ENTRY: THOR]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
25 - 30	3.53	23.6 DPS	8	50%	40	35%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
3 seconds	Automatic	10		13		

How to Obtain:

- It can be scavenged during Level 15+ missions.

Crafting:

- The weapon can be upgraded up to Level 20.
- Level 18 Quiet Quick Load variants can be crafted using a [Thor](#) and 26 [Machined Parts](#) at a Level 7+ [Weapons Bench](#) for 22  (after scavenging the required [schematic](#)) (also requires a Level 18+ [Engineer](#) and [Scavenger](#)).

Recycling Products:

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

Overview:

PROS:

- High Damage
- High Knockback
- Fully Automatic
- Large Magazine (*versus other Shotguns*)

CONS:

- Short Effective Range
- Inaccurate (*lowest of all Shotguns*)
- Slow RoF (*versus other Automatics*)

TACTICS:

Recommended gear:

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BACKGROUND:

An automatic shotgun/riot gun that has often been derided for its appearance, which resembles a mash-up of several preexisting designs. However, even its most ardent critics can't deny its effectiveness in close quarters and incredible versatility.

Used in limited numbers by law enforcement.

Variations:

This weapon has no modular variations.

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