

Thunder


[HERC DATABASE ENTRY: THUNDER]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
30 - 37	0.75	18.7 DPS	9.69	62.13%	33	50%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
3 seconds	Pump-Action	8		2		

How to Obtain:

- It can be scavenged during Level 14+ missions.

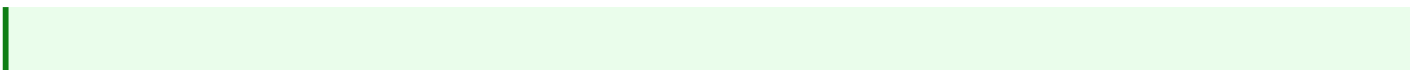
Crafting:

- The weapon can be upgraded up to Level 19.
- Level 17 Maintained Smoothbore variants can be crafted using a [Tactical Shotgun](#) and 10 [Machined Parts](#), 1 [Pipe](#), and 2 [Lenses](#) at a Level 8+ [Weapons Bench](#) for 10  (after scavenging the required [schematic](#)).
- Level 17 Maintained Recoilless variants might be obtained by opening HERC-05-03 [Supply Boxes](#).
- Level 17 Quality variants might be obtained by opening HERC-05-06 Supply Boxes.
- Level 20 Sighted Quick Load variants might be obtained by opening HERC-06-01 Supply Boxes.

Recycling Products:

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

Overview:



PROS:

- High Damage
- Very High Knockback
- Quiet

CONS:

- Short Effective Range
- Slow RoF (*vs other Shotguns*)
- Reloads Slowly
- Small Magazine

TACTICS:

While certainly capable of badly wounding zombies with just one blast and knocking them back with ease, its most useful feature is its quietness, which allows its wielder to avoid unwanted attention. A limited magazine and slow reload time make it less useful in open combat.

Recommended gear:

- Ammunition Pouches/Bandoliers
- Extended Mags

BACKGROUND:

Silence has never been more terrifying ever since some madman decided to integrate a suppressor onto a 12-gauge shotgun; hunters, hitmen, and even the lowliest survivor need not to disturb the crickets as they bag their prey by the bushel.

A very rare custom firearm.

Variations:

This weapon has no modular variations.

Revision #5

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