

USAS-12

[HERC DATABASE ENTRY: USAS-12]

Damage	Attacks Per Second	DPS	Range	Accuracy	Ammo Cost	Knockback
105 - 125	2.5	121.1 DPS	10	80%	72	30%
Reload Speed	Fire Mode	Magazine Size	Minimum effective range	Noise	Move Speed Penalty	Other Effects
3.5 seconds	Semi-Automatic	10		13		

How to Obtain:

- It can be scavenged during Level 38+ missions.

Crafting:

- The weapon can be upgraded up to Level 43.

Recycling Products:

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

Overview:

PROS:

- Very High Damage
- High Knockback
- Accurate
- Large Magazine (*versus other Shotguns*)

CONS:

- Short Effective Range

- Low Fire Rate
- Reloads Slowly
- High Ammo Cost

TACTICS:

With its devastating damage and decent rate of fire, the USAS-12 can shred any nearby zombie with ease. However, its short range and small magazine size creates a large possibility that the wielder will be overwhelmed if they are alone. Best to keep the group tight and leave no person uncovered.

Recommended gear:

- Ammunition Pouches/Bandoliers/Carrier Harnesses reduce the reload time, allowing the wielder to be less vulnerable.
- Glasses extend the short range, reducing the chance of being swarmed.
- Extended Mags allow the wielder lay down some fire before reloading again, with some variants reducing reload times.

BACKGROUND:

The **Universal Sports Automatic Shotgun 12** was designed around the 80's in South Korea, based broadly on the principles employed in another shotgun. While it doesn't have any features that makes it a 'sporting gun' (crippling its civilian availability) it sure packs enough power to destroy everything it reaches.

Equipped in limited numbers by the military and some police agencies

Variations:

The USAS-12 has no modular variations.

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