

Hot.  
Spicy.  
Mustard.



1... 2... 3... DRAW! The Pistol Guide.

The sidearm in PS2 has different functions depending on the class one plays. The Heavy Assault, for example, is probably in a sticky situation if one is reaching for a pistol instead of using the primary weapon. By contrast, the infiltrator often reaches for the sidearm to engage targets within 20-30m if the primary weapon is a sniper rifle. As an infiltrator, I've had the opportunity to reach for that pistol many many times, and throughout my career in PS2 and have achieved [auraxium](#) for all of them. While this experience is not necessary to write a guide on sidearms, it has helped shape my opinions on each weapon, and how they are best utilized.

Unlike my [infiltrator primary weapon guide](#) (written back in February), there is much more asymmetry between the factions. Sadly, that makes this guide a little more limited in scope and applicability for my NC and VS brethren. I do hope to paint some broad strokes that will provide useful information for every player who finds themselves reaching for their sidearm in this guide, which can then be tailored to your faction-specific flavor. I also want to state at the beginning of this writeup that with few exceptions, I find the TR pistol lineup to be among the most balanced in the game - the weapons you can buy with SC/certs are as close to sidegrades as it gets, and from what I've experienced, the other factions enjoy a similar balance.

General:

As I stated at the beginning, the sidearm can serve a different purpose for each class or loadout. They can be selected to compensate for a range your primary weapon is deficient in (shotgun primary with a mid-range sidearm, or long range rifle with a close range sidearm), or be a general purpose weapon for any situation. For general infantry (HA/medic/engie), the sidearm is what most often comes out when you run out of ammunition, don't have time for a long reload, or have to engage a target outside of your primary weapon's ideal range. For all of these reasons, one should carefully select the sidearm they equip with each loadout, and be prepared for that oh\*\*\*\* moment when it will get drawn. The best players in this game are as deadly with the sidearm as they are with the primary weapon.

No discussion of sidearms is complete without a mention of the knife. This close quarters option deals 625 damage and applies damage instantly, without taking time to "draw from the holster". Why is it important to mention this? About 60% of the engagements I get in with a pistol end with stabbing the target to death. At close quarters, a few shots with a pistol leads to a great setup for a knife finish. During each weapon discussion I will be sure to point out the number of shots needed before you can finish with the knife.

That's enough fluff, lets dive into each weapon.

## TX1 REPEATER



The reliable TX1 Repeater is the latest iteration of a firearm design stretching back 300 years. Its 3-round burst fire mode provides considerable stopping power at close range. TR use only.



**CHANGE ATTACHMENTS >**

Compare Stats

**WEAPON STATS**

TYPE	Pistol
FIRE RATE	845 RPM
DAMAGE	112 / 8m / 77 / 50m
MUZZLE VELOCITY	375 m/sec
RELOAD SPEED	2 sec / 1.7 sec
AMMUNITION	21 / 105
HIP ACCURACY	1 / 1.5 / 1.5 / 2 / 0.2
AIM ACCURACY	0.8 / 0.8 / 0.8 / 0.8 / 0.1
IRON SIGHT ZOOM	1.35x
FIRE MODES	3x Burst / Semi-Auto

**DAMAGE**



The repeater is the TR's default sidearm. True to the ethos that the designers have made into the TR "faction trait", this thing is quite the bullet hose at 845rpm. The stats can be seen in the graphic above. 21 rounds in the magazine, with a 3 round burst, you get 7 bursts before reloading. That gives the TX1 incredible stopping power at close range. There are two downsides to be cautious of however - The TX1 has the weakest performance outside of extreme close range of any sidearm due to bullet spread from the bursting. By 15m, you will have trouble killing targets and by 20m, a full 21 round magazine often won't land enough shots to kill. ADS can help somewhat, but I find that you will still struggle. The other downside is that the 21 bullets can evaporate very quickly at a rate of 845rpm - so make each burst count because you will be stuck reloading when you really need more ammo to finish someone off. Sloppy use of the TX1 will leave you with an empty magazine and a half dead/angry target.

The upsides of the TX1 make it very powerful in the right hands however. Sneaking up behind a target will allow you to fire two bursts for the knife kill. Depending on how many shots in each burst lands, you can kill most targets in 4 bursts, sometimes 3 if you are very close and get a few to the head. I recommend aiming for the body with the TX1, as bursting to the head will result in just as many misses as headshots. I typically use suppressor + laser sight, since at the ranges you will be within (0-15m) there are few downsides to having the suppressor equipped. There is also an option to turn off burst mode (hit B) which allows you to fire single shot. If you do this often however, you will essentially be using a worse version of the TX2 emperor. Overall, the TX1 is a perfect sidearm for accurate players who can dictate range and get close to targets. Many of you can stop reading the guide here and keep using the default pistol without longing for something else.

## TX2 EMPEROR



A popular sidearm amongst TR soldiers, the high-capacity TX2 Emperor has been in service for over 200 years. TR use only.


CHANGE ATTACHMENTS >

WEAPON STATS
MY STATS

**DAMAGE**



TYPE	Pistol
FIRE RATE	400 RPM
DAMAGE	167 / 15m / 112 / 60m
MUZZLE VELOCITY	390 m/sec
RELOAD SPEED	1.8 sec / 1.525 sec
AMMUNITION	21 / 84
HIP ACCURACY	1 / 1.5 / 1 / 1.5 / 0.24
AIM ACCURACY	0.3 / 0.3 / 0.3 / 0.3 / 0.12
IRON SIGHT ZOOM	1.35x
FIRE MODES	Semi-Auto

Compare Stats

The TX2 Emperor is my personal favorite of the sidearm lineup. It shares a similar 21 round magazine as the TX1, but instead of burst fire, it provides a higher damage single shot fire mode (167@15m, 112@60m). The 400rpm allows for rapid but controllable fire, and gives the user effectiveness at both close and mid range engagements. I found the magazine size forgiving enough to be used liberally in hectic encounters, avoiding the problem I had with the TX1 needing to reload while the target is still alive. It has less stopping power at close range than the TX1, and thus the TX2 is best for finishing wounded targets, preparing for a knife kill (3-4 shots) or engaging beyond 10-15m. I do not like the iron sights for either the TX1 or TX2, which make longer ranged accurate fire cumbersome.

I initially used the TX2 with a suppressor, for the goal of stealth as an infiltrator. After extensive use however, I have found the weapon handles much better without the suppressor (as I am often firing at mid-range targets). While I personally can't decide whether I value stealth over performance, it is worth noting that the difference was more noticeable than what I saw in the TX1. I also recommend the laser sights, and found that hipfire with this weapon was more than adequate. I think the TX2 is the most well-rounded sidearm, capable at both close and mid-range, with a forgiving magazine, excellent reload time and options for suppressed gameplay. There are few situations where I am left wishing for something else.

The TX2 was buffed with a slight increase in range and reload speed, around the release of the empire specific pistols (Inquisitor). I think it was more than capable prior to the buff and have enjoyed this weapon even more since.

## TS2 INQUISITOR



The TS2 Inquisitor features an extended magazine capable of outlasting the enemy even in the most drawn out firefights. TR use only.

**CHANGE ATTACHMENTS >**

**WEAPON STATS**

**DAMAGE**



TYPE	Pistol
FIRE RATE	531 RPM
DAMAGE	143 / 10m / 91 / 60m
MUZZLE VELOCITY	375 m/sec
RELOAD SPEED	2.4 sec / 2.1 sec
AMMUNITION	30 / 120
HIP ACCURACY	1 / 1.5 / 1 / 1.5 / 0.2
AIM ACCURACY	0.3 / 0.3 / 0.3 / 0.3 / 0.1
IRON SIGHT ZOOM	1.35x
FIRE MODES	Semi-Auto

Compare Stats

During the summer of 2013, SOE released a round of new empire specific pistols. The TR were given the inquisitor, a pistol with a default extended magazine of 30, a damage profile of 143@10m to 91@60m and a ROF of 531rpm. What sounded great on paper had several key shortcomings however:

There is a difference between the actual and theoretical damage output. In order to reach 531 rounds per minute, you have to spam the LMB until your fingers go numb (9 times per second). This rapid clicking, while some people may be able to do it well, had a negative affect on my accuracy, especially on targets running away or moving. By the end I had gotten used to it, but it was still a constant frustration.

Very weak in close range encounters. Compared to the repeater or the revolvers, the inquisitor simply falls short. It takes 7 rounds within 10m to kill a 1000HP target. I personally have an accuracy of 33%, although within 10m it is probably more like 60-70%. That would put an average CQC encounter at nearly 10 rounds to kill a vanilla player. It takes about 4-6 shots for a pistol+knife combo.

The supposed benefit of having 30 rounds in the magazine is sustained fire and engagement. However, sustained fire WITH A PISTOL is a very bad idea. The longer you are exposed and vulnerable with a pea shooter like the Inquisitor, the more likely you are to be flanked and easily killed. I want to finish off my targets quickly and get to cover to heal, reload, and use my primary if possible. I could achieve the same style of combat with the TX2 Emperor, with a higher bullet damage.

Positives: I like the iron sights with the TS2 a lot, and wish they would use the same irons on the TX1 and TX2. Otherwise, I think this pistol is inferior to the TX2, while attempting to use the same style of pistol gameplay (single shot with relatively high ROF)

## NS-44 COMMISSIONER



The awe-inspiring stopping power of the accurate NS-44 Commissioner revolver can put down even mid-range targets with a few well-placed shots.

**WEAPON STATS**      **MY STATS**

**DAMAGE**



TYPE	Pistol
FIRE RATE	170 RPM
DAMAGE	450 / 8m / 225 / 42m
MUZZLE VELOCITY	450 m/sec
RELOAD SPEED	4 sec / 3 sec
AMMUNITION	6 / 42
HIP ACCURACY	1.25 / 1.75 / 1.25 / 1.75 / 0.4
AIM ACCURACY	0.2 / 0.2 / 0.2 / 0.2 / 0.2
IRON SIGHT ZOOM	1.35x
FIRE MODES	Semi-Auto

**CHANGE ATTACHMENTS >**       Compare Stats

I remember the day these revolvers were first released and people went ‘Clint Eastwood’ all over Auraxis. They sacrifice magazine size and rate of fire for high damage, high velocity and longer range. These weapons tend to reward high skill and high aim players who can reliably and accurately place shots on targets. The beauty of the commissioner is that it has the ability to OHK an infiltrator with a headshot. It also allows for non-nanoweaved players to be a single shot + knife kill. Most targets will drop with three body shots. As an infiltrator, a single bolt action round + commissioner round was often enough to finish the job.

When I first bought the commissioner, I struggled with losing out on kills that I would otherwise have obtained with the TX2 emperor. There were a few times that I died when I probably would have survived with the TX1 or TX2. This weapon can be unforgiving, and there is a learning curve required. After a few hundred kills, I was able to train myself to slowdown, take accurate shots and avoid those missed kills/deaths. This revolver is just as much about personal preference as it is about performance, in comparison to the TR specific flavors. Just remember the learning curve and practice to overcome it.

The best tip I can give for new users is to resist spamming this weapon when forced to use it. Time your shots carefully, even if it means waiting a few hundred milliseconds to line up the target. This is a very different approach from the spammy TR-specific weapons. You will be punished by inaccurate fire with a long reload.

While I like the look of the iron sights, I fire much more accurately from the hip for some reason. With a laser sight, this weapon feels great, and handles well. Take note that there is no suppressed option, which may deter some infiltrators.

## NS-357 UNDERBOSS



Chambered for the powerful .357 magnum cartridge, the snub-nosed Underboss revolver features a faster rate of fire and more controllable recoil than its bigger NS-44 brother.

**WEAPON STATS**    **MY STATS**

**DAMAGE**



TYPE	Pistol
FIRE RATE	221 RPM
DAMAGE	375 / 8m / 200 / 42m
MUZZLE VELOCITY	350 m/sec
RELOAD SPEED	3.5 sec / 2.5 sec
AMMUNITION	6 / 42
HIP ACCURACY	1.25 / 1.75 / 1.25 / 1.75 / 0.4
AIM ACCURACY	0.2 / 0.2 / 0.2 / 0.2 / 0.2
IRON SIGHT ZOOM	1.35x
FIRE MODES	Semi-Auto

**CHANGE ATTACHMENTS >**     Compare Stats

I think most people compared the snubnosed underboss to the bigger, harder-hitting Commissioner and ignored this sidearm. I was one of those people. The lower damage means no OHK headshot to infils and once you leave the 8m max damage radius, the 3-body shot kill will quickly become 4, yet you still have the small clip to contend with. Furthermore, there is less bullet velocity which decreases the effective range you can reach out and touch someone with. With those negatives, what reason would one have to use the underboss?

A few patches after its release, SOE also recognized this gap in performance and increased the ROF of the underboss from 200 to 221rpm. While it wasn't widely discussed at the time, I eventually revisited this sidearm and found myself surprised at what I discovered. What was once a disappointing weapon, was now capable of standing toe to toe the others.

My comments regarding the learning curve and the importance of careful accurate fire from the Commissioner remain applicable here. The improved ROF of the NS-357 give the user a faster TTK compared to its cousin. Within 8m, both revolvers have a 3 shot kill, and the underboss will do it faster. The faster reload (compared to the NS-44) allows for a good run & gun style that suits infiltrators well. I had a lot more fun with this weapon on my second time around, and would put it back up at the level of the commissioner.

It should be noted that nanoweave punishes the NS-357 more than its big brother, the NS-44. Even rank 1 will force a 2 shot + knife kill, and rank 2 forces 4 body shots instead of 3. This becomes more drastic as you leave max damage range. As with the Commissioner, I use a laser sight and hipfire this weapon exclusively.

As you can see throughout this guide, the TR selection of sidearms offer a wide variety of choices that allow the user to customize their engagement range and stopping power. Revolvers are great for mid range encounters and reward accurate users, punishing mistakes and lacking stealth options. The TX1 is a true beast in CQC with the shortest TTK, yet it runs the magazine dry very fast and can leave you reloading with a wounded target at mid range. The TX2 is a more all-around weapon that lacks high damage output but is balanced with better range and a large enough magazine to sustain a more drawn out fight. The TS2 looks good on paper but the 9 clicks/second needed to reach its theoretical dps is just too much for me.

My recommendation is to select the sidearm that suits your playstyle the best and complements any weaknesses your primary weapon may have at a given range. I like pairings such as BASR's with the TX1/TX2 and shotguns with revolvers (obviously many players simply prefer one sidearm for all loadouts which is fine too). Never forget the knife, as it can pull you out of very nasty situations when used properly. Whether the sidearm is a means of last resort or your first choice at close quarters, it is a valuable tool for every player and those who can master its use will find themselves surviving beyond their peers and becoming an unpredictable and deadly force on the battlefield.

Thank you for reading, and please leave me any comments or feedback so I can improve this in the future!

Mustarde  
Black Widow Company  
TR - Mattherson