



## Detailed Rank 11 Weapon Guide

Arming yourself for the late game requires obviously the highest ranked weapons available to you. The catch is obviously which one is better given the context of your playstyle and the enemy difficulty. This guide aims to explore each weapon with more detail to cover what it can/cannot do along with the easiest way to obtain the weapon itself, something that [this weapon drop table](#) can't due to space constraints. Before I start, I have to lay down a few things:

**I fully expect anyone reading this guide to have completed New Game+ as well as be at least level 225. Rank 11 weapons are meant to only be used effectively by higher leveled players. If you don't fulfill *any* of those statements above, go back and play the game. Alternatively, please read [this](#) if you, a new player somehow ended up here of all places.**

### **Why aren't you going to include Rank 1-10 weapons so that this guide can help newer players?**

I will be direct whether you like it or not between those ranks, what gun you have and use matters less. So long as you employ proper game tactics, you should have little trouble clearing the games offline content. Besides those guns you want to get at those lower ranks will be often thrown away as you progress higher since you cannot upgrade guns with the ++ suffix, so I don't see much point making a guide for those for newer players to attempt to farm the "god-roll" gun of their choice until they suddenly find out that they need to bin it.

### **What memory chips should I put on these weapons and are they specific?**

Unless I mention weapon specific chip combinations, generally many weapons in this game follow a set on how you build your weapon's memory chips. As such, the list below;

**Most weapon classes;**

Weapon Attack	Damage vs Mechs
Physical/Optical Attack	~~Filler slot~~
Weakspot Damage	~~Filler slot~~
Damage at Max HP	~~Filler slot~~

**Most weapon classes with >5% crit rate;**

Weapon Attack	Damage vs Mechs
Physical/Optical Attack	Critical Rate
Weakspot Damage	Critical Damage
Damage at Max HP	~~Filler slot~~

**Gatling guns**

Weapon Attack	Damage vs Mechs
Physical/Optical Attack	Overheat Buildup & Duration
Weakspot Damage	~~Filler slot~~
Damage at Max HP	~~Filler slot~~

**Launchers (add crit chips if launcher base crit rate is >5%)**

Weapon Attack	Damage vs Mechs
Physical/Optical Attack	~~Filler slot~~
Explosive Attack	~~Filler slot~~
Damage at Max HP	~~Filler slot~~

Despite the fact that most grenade launchers and Crimson Roar Type-3+ don't have a physical/optical damage component to be visually boosted, *projectiles here gain increased damage from said memory chips*; which one you put in depends on the weapon's ammo type.

- Uses **Grenades** - Physical Attack
- Uses **Launcher EP** - Optical Attack

## Swords

Weapon Attack	Critical Rate
Physical Attack	Critical Damage
Damage at Max HP	~~Filler slot~~
Damage vs Mechs	~~Filler slot~~

Similar to launchers, Physical Attack doesn't visually boost the power of swords, *but increase damage dealt via **sword skills***. As swords are heavily reliant on dealing damage through spamming its skills, Physical Attack is thus mandatory on swords.

Alternately, should you be reliant on certain, indirect ways of attacking enemies via skills, their damage component is boosted differently. These memory chips below boost damage done by their respective skills;

- **Physical Attack:**
  - Nemesis Burst
- **Optical Attack:**
  - Blazing Blast
  - Electrodynamic Stunner
  - Heat Detonator
  - Plasma Blast
- **Explosive Attack:**
  - Toxic Gas Blast
  - Explosive Shot
  - Graviton Shot

## Why aren't these weapons divided by their tiers? How do I know if they are good or bad then?

I will explain in their sections whether or not these guns are actually "good". But really, as much as I'd love to insult how these guns pale in comparison to its peers, *every single gun in this game is very usable* and can clear the hardest game content so long as you get your shit together.

I would like to mention that every gun (and by extension, skill) in this game has a use. Some may perform its job better than it, but it doesn't change the fact that it can be used. Don't let this weapon guide dissuade you from using your favourite weapon as long as you understand the strengths and weaknesses of your gun. Now with that out of the way, let's dive in.

## So how will I be using this guide?

The categories in here will be as follow;

- Gun stats - In case you want raw numbers to do your decisions
- Short intro to the gun (and if it's an actual real life gun, what its based on)
- Overview of its function
- Does this gun have a build it needs? If not, just the usual generic builds will do
- **Verdict - strictly my opinion, can vary based on usage and playstyles, don't arbitrarily use this as a gun being "good" or "bad", more like an indication performance-wise**
- Farm Locations - I try to find the most efficient way to get said gun if I can, but if you have a faster method, do come and talk

## PISTOLS

The ever trusty sidearm, disproportionately powerful compared to its size and it is well known for its surprisingly high damage potential and overall utility.

[Link to all pistols here.](#)

## SHOTGUNS

Trading range and utility for one thing; power. Shotguns excel at being in the face of enemies and shocking them with high damage output.

[Link to all shotguns here.](#)

## SUB-MACHINE GUNS

The perfect run and gun class, SMGs are often light, cheap on stats and packing some portable stopping power for players who live the high road of speed.

[Link to all SMGs here.](#)

## ASSAULT RIFLES & LIGHT MACHINE GUNS

The jack-of-all-trades weapon class, best at most situations. Assault rifles have the versatility to fit most playstyles yet still pack the punch it needs to do well overall while LMGs excel in longevity despite the added bulk needed to use them. *This game classifies both these weapons as a class and thus I will talk about them together as a class, despite different handling traits.*

[Link to all ARs and LMGs here.](#)

## SNIPER RIFLES

Powerful, accurate and well placed shots to the enemies weakspot from unseen distances is its name. Snipers thrive being able to dish out its damage from its safe spots.

[Link to all sniper rifles here.](#)

## **GATLING GUNS**

STR intensive cumbersome hulks that are difficult to use due to their shit handling and their trademark spool up time, they return the favour with unparalleled lead down an enemy for long periods of time.

[Link to all gatling guns here.](#)

## **LAUNCHERS**

Packing explosive payloads that excel in dealing damage to multiple enemies in a small area of effect with its attacks and skills. ~~If only it actually did damage...~~

[Link to all launchers here.](#)

## **SWORDS**

For all those kids out there who want to be Jesus-kun or show Jesus-kun how it's actually done, pick up the famed swords and hack away at enemies with suicidal style.

[Link to all swords here.](#)

## **TYPE Z WEAPONS**

Lievre is kind enough that she took a gun out of each category and upgraded it to make it among the best weapons in its class and worth its use. She is however such a fucking tsundere that she gates it in hard to reach areas without intense sweating or lots of murdering her and her pet (trust me, this line will make sense soon enough).

[Link to all Type Z weapons here.](#)

## **ABYSSAL WEAPONS**

Abyssal Dungeon can drop you 2 Alicization swords or 2 golden gun variants for extra firepower to use. They are hella broken, but curbed behind a stupidly low drop rate.

[Link to all Abyssal weapons here.](#)