

Detailed Info/analysis for XCX Super Weapon Arts

Warning: Incoming wall of text. Seriously.

The ultimate goal for many is to get to the post-game and craft themselves a mighty level 60 skell and one (or more) of the super weapons. However, the game does a horrible job of providing information about them since you can't see what their arts are before you craft them.

That's an issue for many as it affects their ability to choose an ideal weapon for their build. It's no small task gathering all of the materials required to craft these.

Thus, I'm here to try and help ease the decision-making process for you. At this point, I've crafted and spent significant time with every super weapon in the game. So, I'll break them all down by damage type and give you all the info that you (hopefully) need to make your decision!

What this is: An informational thread providing info about the weapon arts and my general thoughts/analysis of them.

What this isn't: A thread on how to craft them, what materials to get, or how to unlock schematics.

Physical Damage:

1. Zenith-Cannon

- Deals phys. damage + Bypasses all attribute resistances.
- Target: Single Enemy
- Hits: 1
- Slots filled: Both back

The Zenith-Cannon is the strongest super weapon in the game when setup properly. Out of all of the super weapons it's the only one that completely bypasses all attribute resistances. If you're aiming to take out Telethia then this is the weapon you'll want to craft first. It's placed on the back and, like most super weapons, takes up both slots. You'll want to stack as much physical damage as possible to go with this - it's meant for big one-shot kills rather than sustained fights.

I made [an entire thread](#) on how to build this, so I won't elaborate too much more. If you're interested in the Zenith Cannon, check the thread out for more info.

2. G-Piledriver

- Inflicts phys. damage + Inflicts phys. resist down + boosts damage from behind
- Target: Single Enemy
- Hits: 9
- Slots filled: Both back

I can't help but feel that this was made for Gurren Lagann fans. The G-Piledriver is literally just a giant rocket-powered drill that does impressive single-target damage. Whenever you see the term "*boosts damage*" in this game it means that it will boost up your damage significantly when you meet the conditions required - so you'll always want to attack from behind with this thing. The damage output might look low (the level 60 version is 9400 attack), but don't be fooled - with even decent augments you'll be outputting a lot of damage.

Now, this is where physical resists start to come into play. It *does* inflict physical resist down on your target, but if it has high base physical resistance then a lot of the attacks from this will be resisted - and thus your overall damage decreased. You'll have to take that into account when using this weapon.

3. Deus-Crusher

- Deals phys. damage + Inflicts phys. resist down + boosts damage vs. ULTRAFAUNA
- Target: Single Enemy
- Hits: 7
- Slots filled: Both shoulders

One of the most interesting weapons, visually, to watch. It's a pair of claws that unfold and slash your enemy - and then whirls incredibly fast for the rest of the hits. This is another weapon you'll want if you plan on tackling Telethia or Pharsis since it does a lot more damage to them. Also, this particular weapon takes up the two *shoulder* slots which means you can easily equip two super weapons on the same skell as a result.

As with the G-Piledriver, it also suffers from high physical resists. In my experience, a lot of the late-game tyrants have higher physical resists which, ultimately, causes these weapons to fall off a bit.

4. Drone-Storm

- Deals phys. damage + casts phys resist down
- Target: Nearby Enemies
- Hits: 12
- Slots filled: Both back

The Drone-Storm is the most devastating of the physical weapons. The area of effect is small - about half that of the Phoenix - but it hits everything in its area of effect 12 times for huge chunks of damage. Honestly, the Phoenix is far cheaper - 200 fuel vs 1800 (at level 60) - and will easily allow you to farm groups of level 60 enemies during post-game. Drone-Storm has sort of an odd place as it does *tremendous* damage to everything around it, but its AOE is quite small, and I've not run into any fight yet where I needed specifically high physical damage for a group of enemies.

I will say, though, that it's rather awesome looking. Drone-Storm is one of the flashiest super weapons in the game and it chews up everything that gets close. The single target damage does, however, fall short of the other single-target super weapons, so keep that in mind before crafting it.

Gravity Weapons

1. Zweihand-Q

- Deals gravity damage + inflicts grav. resist down + boosts damage when targeted
- Target: Single Enemy
- Hits: 3
- Slots filled: Both back

The Zweihand-Q is one of the two controversial super weapons because it does gravity damage, but the attribute on the weapon boosts physical instead. I've been using this extensively for a while now and what I've found is that gravity *is* the primary stat - so you should focus on that. Complimenting it with physical-based weapons that naturally give bonus stats like physical attribute damage and bonus melee attack will make it shine. Don't, however, have this equipped and throw 3 AttributeDmg.PHYS XX augments on your skell - you'll regret it.

This weapon hits hard, and though it's one of the least flashy of all the super weapons, it consistently causes stagger and opens up bind opportunities. Combined with weapons like the G-Buster and SHD-Gravity you can chew up most enemies in this game as higher gravity resists don't start really coming into play until later on.

2. Antimatter-R

Deals grav. damage + inflicts grav. resist down + boosts damage when targeted

- Target: Enemy Vicinity
- Hits: 1
- Slots filled: Both back

This is a ranged weapon that does a small amount of AOE as opposed to the single-target Zweihand-Q. It hits hard and it's fantastic if you happen to have one of the few situations in the game where a few tyrants are clustered together (there's a couple in Noctilum that I can think of off the top of my head). The level 60 variant offers an impressive 264,000 attack, which is even higher than that of the Zenith-Cannon (220,800), but it doesn't have the ability to ignore resistances like the Zenith-Cannon does - thus, despite the higher base damage, it has less overall potential.

One thing that both of the gravity weapons have in common is that they do a lot more damage when you're targeted. My strategy with these has been to include a minigun (which inflicts taunt) on the skell I'm using so, when it's about to be off cooldown, I can taunt up the enemy and then smack them for massive amounts of damage. This strategy applies to both weapons and is something you might want to consider - it's useful on both very high evasion and very tanky skell builds.

Electric Weapons

1. Trident-Anchor

- Deals elec. damage + inflicts shock + boosts damage during rain
- Target: Enemy Vicinity
- Hits: 1
- Slots filled: Both back

Jumping into the electric side of things, we have the Trident-Anchor. This weapon is fairly powerful as it does an initial zap for respectable damage to any enemies around your target - and also inflicts shock on them. This is a super weapon, though, so shock is pretty insane on it. It ticks 4 times and can decimate the health bars (or just outright kill) anything hit by it. It's not the most powerful weapon in the game, but if electricity is your thing then you can't go wrong with the Trident-Anchor.

This is the second controversial weapon because, while it does electric damage the attribute on it boosts ether damage. I've tested this out by swapping augments (electric xx vs ether xx) and I wasn't really seeing much in the way of a difference with the ether augments. Both the initial damage and the ticks of shock were all affected by the electric damage augments. So, I haven't quite figured out what they intended when putting ether damage on this weapon - if it applies, then it's only a small part of the overall damage calculated by the game.

2. Electric Flood

- Deals elec. damage + inflicts stun + inflicts virus + boosts damage during rain
- Target: Enemies Ahead
- Hits: 1
- Slots filled: Both shoulder

Electric Flood is probably the most underwhelming weapon, in my opinion. Not only is it mediocre, visually, compared to the other super weapons - but it outputs very little in the way of damage. It takes up a shoulder slot instead of a back slot, however. The best comparison with this is the F-Wave. If you're someone that actively uses the F-Wave then this super weapon is up your alley. It also happens to be the cheapest of them all fuel-wise to make up for its lower damage.

Having used it, I can say that enemies that are susceptible to stun and virus can be easily dispatched after taking a hit from this. The stun lasts for a few seconds and virus prevents them from using ranged attacks for a time - and you could extend that further with an aug if you wanted to - so I could see this making some fights with a lot of ranged damage quite trivial.

With that being said, I don't see this as the most practical of super weapons and I find it to be more situational than the rest. Definitely not one I'd recommend as one of your first choices.

3. Voltaic-Tusk

- Deals elec. damage + boosts damage during rain
- Target: Nearby Enemies
- Hits: 6
- Slots filled: Both shoulders

Probably my favorite of the three electric weapons. This is basically the electric version of the Phoenix and has about the same AOE range (about double the Drone-Storm). It's actually quite powerful, though like I said with Drone-Storm, I haven't found a situation yet where I needed high amounts of specifically electric damage in an AOE. I'd go for this if I wanted specifically electric damage as it's the coolest looking of the 3 (IMO).

A note about electric weapons: One of the major problems with them is that their damage bonuses can only be had while it's raining. Unfortunately, this is bollox, because not only are rain storms usually hard to come by (and getting the exact weather condition you want is difficult), but the weather changes after just a few minutes which may not be enough time for you to get in position and even finish fighting. Something to consider before investing the resources/time into crafting these.

Beam Weapons

1. Hexod-Partican

- Deals beam damage + inflicts beam resist down + boosts damage with morale
- Target: Enemies Ahead
- Hits: 1
- Slots filled: Both back and shoulders

Think of this as the beam version of the Zenith-Cannon except, well, without the ability to ignore resists. When setup with the correct armor/augments it's capable of outputting pretty massive damage numbers to everything standing before you. If you've ever wanted to strap a bunch of battleship cannons to a mech and roll around the countryside then this is your weapon. The game even gives you a free level 30 one after completing certain affinity missions.

However, the downside to this weapon is that it takes up *both* the shoulder and back slots. This means that if you don't kill whatever you're shooting in the first attack then you're probably best off just running away - as you're not going to have the capability to deal high amounts of damage with the weapons that you *can* use with this equipped.

2. Dragoon-Lance

- Deals beam damage + Inflicts Beam resist down
- Target: Enemy Vicinity
- Hits: 3
- Slots filled: Both back and shoulders

This is easily the flashiest super weapon in the game. It fires up into the air, hovers above your target for a couple of seconds, and then fires a massive laser downwards in a huge AOE that hits 3 times. It also has the benefit of coming with a Slayer.ULTRAFAUNA on it as well as a AttributeDmg.BEAM. The problem? Like the Hexod-Partican, it takes up both the back and shoulder slots.

Based on my tests, I just don't feel that this was necessary. The damage output is surpassed by other super weapons and it doesn't offer any real advantages over them. It's one of the easier super weapons to craft, and you might feel tempted to snag it as soon as it's highlighted, but I'd recommend holding off - it's just not a good first super weapon. Perhaps it'd be useful if you tossed it onto an AI skell with a bunch of Slayer.ULTRAFAUNA's and some AttributeDmg.BEAM augs - but I still feel it's probably not worth the time investment.

3. Barrage Cloak

- Deals beam damage + inflicts beam resist down + grants total evasion + heals appendage HP
- Target: Enemy Vicinity
- Hits: 8
- Slots filled: Both shoulders

The Barrage Cloak is another AOE beam weapon, however *this* one doesn't take up 4 slots. It does a respectable amount of damage to everything standing around you, plus the secondary effects are actually quite awesome. Beam resist down, total evasion and it heals? Pretty awesome in my book. If you're going to craft a beam super weapon then *this* is the one I'd recommend.

Interestingly, there doesn't appear to be a specific range for actually using the weapon. To clarify: I can have something targeted at maximum range and fire the Beam Cloak off... but it won't hit the enemy I have targeted because I'm so far away. Like other weapons that do AOE around you it needs to be close to your target, yet it seems they purposely allowed you to use this whenever. My guess is because it'll allow you to pop it at any point in time in order to get some evasion and heal yourself up without having to worry about being within a certain range of your enemy. Smart thinking, but will probably take you a little bit to get used to.

Thermal Weapons

1. Detonation-F

- Deals therm. damage + inflicts blaze
- Target: Nearby Enemies
- Hits: 1
- Slots filled: Both back

The Detonation-F is one of the most hilarious super weapons in the game, in my opinion. It's basically a big hammer on a flexible metal shaft that your skell swings over its head and slams onto the ground - which causes a massive explosion and hits everything around it. The initial damage is impressive, but like the electric weapons, the thermal weapons are all about their DoT's. Anything left alive, which hasn't resisted the DoT will take massive amounts of blaze damage every tick - even more than the electric weapons shock damage in many cases.

Small Note: If what you're attacking has high resists to the damage type you're using the DoT will usually be resisted and only the initial hit will count.

Not only is the Detonation-F fun to use, but it's also quite powerful. Like the other AOE super weapons, though, you'd probably be better off just using a Phoenix if you need AOE - especially in this case since they're both thermal damage. Phoenix is just far cheaper on fuel.

2. Megaflame-B

- Deals therm. damage + Inflicts therm. resist down
- Target: Enemy Vicinity
- Hits: 3
- Slots filled: Both shoulders

This is a sniper weapon that does thermal damage as opposed to the beam damage you might've gotten used to up until now. The difference is that, while it also rests on a shoulder slot, it takes *both* of them instead of just one like the beam sniper.

Like the Detonation-F, the initial damage on this is respectable, but not huge. Most of the damage comes in the form of the blaze ticks which are *massive* - even more powerful than Detonation-F's. Anything that doesn't resist thermal damage will either just straight up die from these blaze ticks or lose the vast majority of their life. From what I've been able to ascertain while using this weapon - it hits, applies the thermal resist down debuff, and then ticks *3 times* for extra damage. It's pretty insane how powerful this thing can be and, out of all of the super weapons, it's definitely one of the best. One-shotting a level 90+ tyrant with this thing is definitely possible.

Also, unlike a regular beam sniper rifle, it has a small AOE. So, this thing can turn a small group of enemies into ashes with ease. Not the flashiest of weapons, but definitely effective.

Conclusion

Phew... and that wraps it up. This took forever to write and if you read all this then... you're a champ. There was so little information out there on these super weapons, so I figured I'd try and help everyone out a bit before they wasted many hours of their lives crafting something they ended up hating.

Hopefully this helps some of you and... best of luck! If you have any questions (like which normal weapons work best with certain super weapons) please don't hesitate to ask [in the original reddit thread](#).

If you liked this, then you may also like some of my other guides I wrote to help people out. These can be found at the following links:

- [In-depth Feedback/Analysis of the level 60 Skells I've Crafted](#)
- [Surpassing the Ares 90 Post-Game with a Level 60 Skell](#)

Thanks for reading!