PvP Weapon and Reforging Guide

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Primary Weapons

Scout Rifles

Good Weapons

- **Deadshot Luna SR2** - Dead Orbit, extremely high ROF/low impact
- **NL Shadow 701X** - random Crucible drop, similar to Deadshot Luna
- **One/One Synesthete** - Vanguard, slower ROF than DL/NLS but higher impact/stability
- **Gheleon's Demise** - Iron Banner, high impact/low ROF/excellent range
- **The Scholar** - Trials of Osiris, can't reroll, similar to Gheleon's with better pre-HoW perks

Perks

- **Sights** - more important for mid/long-range Gheleon's, use Red Dot OES for higher AA; otherwise, mostly up to preference
- **Perk 1** - Triple Tap (landing precision hits returns a bullet to mag, good for One-One/Gheleon's b/c slow reload/shallow mag), Full Auto (continuous fire, great for high ROF)
- **Perk 2** - Braced Frame, Hand-Laid Stock, Smallbore (all three boost stability, which is good for landing more headshots), Explosive Rounds (fun, more damage, higher flinch multiplier for enemies)
- **Perk 3** - Hidden Hand (mostly for Gheleon's, others have much better AA), Third Eye (radar visible all times, lots of ADS with SRs), Zen Moment (repeated hits increase stability)

Hand Cannons

Good Weapons

- **The Fulcrum** - Future War Cult, best all-rounder
- **The Revelator** - random Crucible drop, better ROF/lower impact than Fulcrum
- **Her Mercy** - Queens, lower range and reload but bigger mag than Fulcrum

Perks

- **Sights** - Truesight IS (high AA), Quickdraw IS (always slot 3, high handling) but differences are pretty minimal for HCs
- **Perk 1** - Zen Moment (causing damage increases stability, easier 3HKOs), Final Round (bonus damage on last round in mag, good for Hawkmoon-like builds)
- **Perk 2** - Snapshot (faster ADS), Speed Reload (+reload speed), Braced Frame/Smallbore (increased stability/range, decrease mag size; good for Hawkmoon-like to reduce mag for faster Luck in Chamber procs)
- **Perk 3** - Army of One (unassisted kills lessen melee/grenade cooldown, easy with high impact quick kills), Hidden Hand (AA+, more headshots yay), Luck in the Chamber (gogogo Hawkmoon-like), Counterbalance (stability+, never bad)

Pulse Rifles

Good Weapons

- **Hopscotch Pilgrim** - Strike playlists/POE small chests, high impact/low ROF
- **Spare Change.25** - random Crucible drop, high impact/low ROF
- **The Messenger** - Trials of Osiris, high impact/low ROF, non-rerollable but good perks
- **55A-Allfate** - Vanguard weapon vendor, medium impact/medium ROF

Perks

- **Barrel** - stats are not incredibly significant on PR barrels, good sights like Red Dot OAS, Red Dot ORES have decent target acquisition (Aim Assist) and don't cover much of the screen while ADS
- **Perk 1** - Outlaw (faster reload after headshot kills), Feeding Frenzy (faster reload after kills, less than Outlaw), Third Eye (radar active while ADS)
- **Perk 2** - Hand-laid Stock (+stability, -range), Braced Frame (+stability, -mag), Smallbore (+stability, -mag)
- **Perk 3** - Rangefinder (increased range, good all-rounder), Headseeker (bodyshots increase headshot damage, good for 2-burst KOs on high impact PRs), Hidden Hand (increased AA)

Auto Rifles

Good Weapons

- **The Summoner** - Trials of Osiris, not reforgeable but comes with Third Eye, Hidden Hand, and Hammer Forged
- **Pest Control Matrix** - Vanguard, a reforgeable Summoner with worst range/stability but better AA/equip speed
- **Her Right Hand** - Queens, similar to PCM but worse where it matters

Perks

- **Sights** - Red Dot OAS (AA, stability), Sureshot IS (AA, handling, takes up less of the screen)
- **Perk 1** - Crowd Control (kills increase subsequent damage), Hip Fire (accuracy+ with hip fire)
- **Perk 2** - Snapshot (faster ADS), Quickdraw (faster ADS and draw), Single Point Sling (faster weapon swap, movement while aiming; longer TTK means that you'll probably be strafing a lot), Smallbore (range/stability+, potentially more headshots is always good despite hitting mag size)
- **Perk 3** - Hidden Hand (AA), Counterbalance (stability+), Rangefinder (range+)

Special Weapons

Shotguns

Good Weapons

- **Felwinter's Lie** - Iron Banner, high impact/range + low rate of fire
- **Matador 64** - random Crucible drop, comparable to Felwinter's with faster ROF and smaller mag
- **Party Crasher +1** - random Crucible drop, higher ROF, higher stability, lower impact/range
- **Judgment VI** - New Monarchy, highest ROF of listed, lowest impact/range

Perks

- **Barrel** - Aggressive Ballistics (+3 impact, +3 range), Field Choke (+1, +8), Accurized Ballistics (+1, +7.5)
- **Perk 1** - Shot Package (reduces spread, damage dropoff at range), Full Auto (good for high ROF shotguns for quick 2-hit KOs)
- **Perk 2** - Reinforced Barrel (+12 range, -stability), Rifled Barrel (+12 range, -reload), Smallbore, Single-Point Sling, Snapshot, Quickdraw, Lightweight
- **Perk 3** - Kneepads (greater slide distance), Luck in the Chamber (random bullet in mag +damage), Final Round (last bullet in mag +damage), Army of One (unassisted kills +melee/grenade cooldown)

Sniper Rifles

Good Weapons

- **Low Grade Humility** - rerollable, random Crucible drop
- **Her Benevolence** - rerollable, Queen/POE Large Chest
- **Eye of Sol** - Trials of Osiris, cannot reroll but has good perks and Aim Assist out of the box
- **Praedyth's Revenge** - Vault of Glass, not as good as the rest but Field Scout gives you a big magazine + ammo pool at spawn making it good for a two-hit body shot kill

Perks

- **Sights** - Shortgaze (4.5x zoom, +15 aim assist), Longview (5x, +30), Sightsys (8x, +35), Ambush (4.5x, +0)
- **Perk 1** - Hidden Hand (increased Aim Assist), Rodeo (reduced recoil, less preferred to HH)
- **Perk 2** - Injection Mold (+stability, +handling, -range), Quickdraw (faster Aim-Down-Sights), Snapshot (set fast ADS regardless of scope)
- **Perk 3** - Unflinching (easier to aim under fire/reduces flinch spread while taking fire)

Fusion Rifles

Good Weapons

- **GIVE/Take Equation** - Vanguard, best reforgeable FR
- **Snakebite Surgeon** - random Crucible drop, very similar to G/T
- **Exile's Curse** - Trials of Osiris, best AA in class with good perks like Hip Fire and Hot Swap (it's like a legendary Plan C)

Perks

- **Sights** - Red Dot OAS (stability+++, decreases spread), Red Dot ORES (stability++, handling+, reload+)
- **Perk 1** - Hidden Hand (AA very important w/ FRs as bolts seek target noticeably better), Hipfire (+accuracy while not ADS)
- **Perk 2** - Accelerated Coils (basically the only right choice unless you're fiddling with higher Charge Rate rifles, but low CR/high impact is practically the only viable-ish build in current meta)
- **Perk 3** - Rangefinder (+range while ADS, which is faster bolt travel for FRs)

Heavy Weapons

Rocket Launchers

Good Weapons

- **Exodus Plan RS/1** - Dead Orbit vendor, Guardian's first PvP rocket launcher comes with perfect roll out of the box, imperfect stats
- **Tomorrow's Answer** - Trials of Osiris, non-rerollable
- **Radegast's Fury** - Iron Banner, high velocity/blast radius
- **The Ash Factory** - random Crucible drop, high velocity/BR
- **The Dreamwaker** - Queen's bounty/rank + POE Large Chest

Perks

- **Launch Mods** - Warhead Verniers (+2 BR, +7 velocity), Aggressive Launch (+4 BR, -3 Velocity, +10 stability; good for Radegast's since it has huge velocity already), Hard Launch (+2 BR, +6 Velocity, +5 stability)
- **Perk 1** - Tripod (3 rockets in mag), Clown Cartridge (reloading has chance for larger magazine)
- **Perk 2** - Javelin (+24 Velocity), Heavy Payload (+16 BR)
- **Perk 3** - Grenades and Horseshoes (only good choice for PvP, proximity detonation for practically guaranteed kills if you don't miss completely)

Machine Guns

Good Weapons

- **Jolder's Hammer** - Iron Banner, high impact low ROF
- **Wolves' Bane** - Queens, similar to Jolder's with lower stability and range
- **BTRD-345** - random Crucible drop, low impact, high ROF

Perks

- **Barrel** - Aggressive Ballistics (++damage, -range, -stability), Linear Compensator (+damage, +range, --stability), Smart Drift Control (--range, ++stability)
- **Perk 1** - Hidden Hand (AA), Hot Swap (increased accurancy after weapon swap), Hipfire (apparently this affects ADS accuracy despite the description suggesting otherwise, YMMV)
- **Perk 2** - Quickdraw (all MGs have bad handling, so faster ADS and draw is excellent), Snapshot (ADS faster), Braced Frame/Smallbore (stability/range improvements a good trade against mag since mag pool generally big)
- **Perk 3** - Crowd Control (kills increase subsequent damage), Rangefinder (ADS gives increased range, not necessary for high range BTRD), Rodeo (reduced recoil, important on high ROF like BTRD)

Reminders

- This guide doesn't apply to everyone, playstyles can vary. For instance, Aim Assist is highly coveted for sniper rifles because it increases the size of the hitbox and as a result your chance at landing headshots. However, if you're a good sniper Aim Assist may actually be bad for you because it can draw your aim away from a target if another strafes in front of them. Many good snipers prefer the Ambush sight because of the low zoom and perfect handling, despite having no added AA.
- Good PvP rolls are different from good PvE rolls, if you really want to succeed in both you need multiple sets of weapons.
- You can reroll any weapon with the reforge icon on the upgrade screen. This includes all House of Wolves legendary weapons except for unique weapons like Vestian Dynasty (these weapons have the II symbol in the item picture).
- The Gunsmith in the Tower performs reforging in exchange for a mote of light, weapon parts, and glimmer.
    - Motes can be earned by leveling, decoding engrams, Eris's weekly Nightfall bounty, dismantling House of Wolves legendary weapons and armor, and trading Ascendant/Radiant materials at the Speaker.
    - Weapon Parts can be earned by dismantling weapons.
        - One excellent source of weapon parts is the Trials of Osiris vendor, Brother Vance. If you earn 7 wins in ToO, you can purchase the weekly weapon offering for 500 glimmer. The item is legendary and thus gives ~3 weapon parts when dismantled.
        - If you dump experience into green/blue weapons before dismantling them, they reward extra weapon parts. You do not need to upgrade the item to get the additional parts, just pump enough experience into them to unlock all the upgrades. Good practice if you already have all your exotic/legendary weapons upgraded.