

Krunker: Weapon Tier List by ROZE#4744 and kht120#4044 - Current as of update 1.7.7

Tiering is done from the perspective of a player limited solely by aim, YMMV. Analysis done by playing krunker.io. [Come visit our Discord server](#) if you want to discuss FPS with us.

UPDATED TIER LIST FOR 1.7.7

S+^{S+} Tier: Excellent krunking guns.

- **Sniper Rifle (Hunter):** Able to instantly delete almost anyone across the map with incredibly fast scope-in and rechamber time. The only downside is 60 health.

S++++ Tier: Good krunking guns.

- **Semi Auto (Marksman):** Click fast, win hard. 90 health is a non-factor.
- **Revolver (Detective):** 2-2 BTK, able to one-shot snipers and OHSK semi autos. Unreal.

S+++ Tier: Decent krunking guns.

- **Assault Rifle (Triggerman):** Worse movement speed than the SMG, but you get a sidearm and better damage over range.
- **Submachine Gun (Run N Gun):** Absolutely absurd movement speed, which means unfair bunny hopping potential. Fly around the map and nuke people who can't track you.
- **Famas (Commando):** Able to one-burst with headshots, but not great at killing people in rapid succession.
- **Light Machine Gun (Spray N Pray):** Terrible movement speed, but you get 170 health, which means you can tank a sniper bodyshot and kill on reaction.
- **Shotgun (Vince):** Pretty much a worse sniper that can two-shot quickly at close range, with insanely hype rocket jumping.

S++ Tier: Mediocre krunking guns.

- **Akimbo Uzi (Agent):** The recent hipfire buffs greatly improve this weapon as a run-and-gun nuke.
- **Rocket Launcher (Rocketeer):** 130 health isn't enough to save this loadout from mediocrity, sadly.
- **Crossbow (Bowman):** Basically sniper with 100 health, in exchange for projectile travel time, slower rechamber, and no scope.

S+ Tier: Bad krunking guns.

- **Punch (Runner):** Melee me go behind meme. Not recommended, but still fun because you're playing krunker.

S Tier: Excellent life choices.

- **Uninstalling BFV:** You free up a ton of SSD space, which can be used for Modern Warfare or other games.

- **Waiting for Modern Warfare:** Waiting for one of the best FPS games to be released in ages. Genuinely incredible potential, paired with one of the most hype FPS trailers ever.
- **Ragehacking:** Due to the zero sum nature of BFV, blatant aimbotting is the best way to have fun playing the game. As your fun is equal to enemy lack of fun, annihilating entire servers with an aimbot is the most effective way to have fun in BFV. Pairing an aimbot with the Lewis Gun (for maximum farming) or the AG m/42 (for maximum melting) is the best path to efficacy. This method also actually makes bolt actions viable guns, though using a semi automatic weapon is still superior, as they are still better at engaging multiple enemies. As a bonus, an aimbot only costs about as much as an Elite skin.

A+ Tier: Very good life choices.

- **Playing non-BFV Battlefield titles:** Note that this does not refer to pre-Frostbite titles. BF3, 4, Hardline, and 1 are all great games with their own merits.
- **Playing other shooters in general:** There are plenty of very good FPS games out there. I personally recommend Black Ops 2, Battalion 1944, and krunker.io. krunker is an incredibly polished and fun game with hype movement and very fun guns, and can probably be run on a calculator. The development cost for krunker.io was also likely lower than the cost of ~~a single~~ an eighth of a BFV Elite skin, so it is worth marveling at this wonder of modern technology.

A Tier: Good life choices.

- **JU88A (a.k.a JU **B B A**):** 16x 50kg bombs cleanse the map of enemy zergs that you can't even see. Very relaxing.
- **Churchill Crocodile:** Archer rate of fire with Tiger damage. Yeet on everything from the ground. Make sure to kick all your squadmates from the squad to help ensure no one takes the flamethrower, which can obscure your vision and lessen your ability to farm the enemy into oblivion.
- **Sturmtiger:** Ridiculous amounts of splash damage. The best sniper rifle in the game. While bolt actions are generally limited to one shot, one kill, the Sturmtiger can one shot, many kills. Automatic grenade launcher for a friend is nice as well.

A- Tier: Not a good life choice, but not necessarily a waste of time.

- **Playing Battle Royale:** Although the genre sucks, most Battle Royale games are pretty polished, and you get the satisfaction of knowing you dunked on up to 99 other people when you win.
- **Watching someone else play BFV on Twitch:** You still get the satisfaction of watching someone suffering while playing BFV, whether this is the streamer himself or the people he may be farming.

B Tier: Better off taking a nap, eating, or relaxing. A slightly questionable use of time.

- **Non-JU88A bombers:** Less big chungus than 16x 50kg bombs, but you can still cleanse the map of enemy zergs that you can't even see.

- Medium tanks: The ultimate FPS experience. You can take your left hand off the keyboard and use it to eat chips with, and use your right hand to delete enemies with the Pz4 or Mk8. Great point and click adventure, albeit somewhat boring.

B- Tier: If you truly have nothing better to do, I guess.

- **V-1 Boosting:** Sit in the water or throw incendiary grenades at the ground and spam bandages with your squadmates. Your squad will dominate the scoreboard with 0 kills per person, and you have the potential to drop 6+ V-1 rockets over the course of a round, which makes you instantly cooler than the 60 other players in the server. Ultimate P T F O and squadplay.
- **Revive locking:** Hammer 'E' on a revivable teammate to lock them in an everlasting bleedout state, rendering them incapable of playing unless you die, you get bored, or they leave the server, whichever comes first.

C+ Tier: Not the worst waste of time ever, but still questionable.

- **In-game commander:** Sit in your spawn screen and use the "all" chat to tell the enemy team where your teammates sit. It's like playing an RTS, but your units only sometimes listen to you.

C Tier: Not quite sure what you're doing with your time here.

- **Non-bomber planes:** While certainly better at getting kills than the two techniques above, they don't make people as angry. Also, without a bomber, you are truly confronted with how terrible air balance and mechanics are in BFV.
- **Non-medium tanks:** Similar as above. Without the sheer cheese ability of call-in tanks or medium tanks, you have to face the reality of BFV vehicle gameplay being terrible.

C- Tier: Only worth doing to help a friend.

- **Rep monkey:** You have to play infantry, but at least you're helping friendly tanks contribute to increasing enemy misery.

D Tier: Why are you doing this to yourself? Waste of time.

- **Playing infantry:** Pick between Assault, Support, Medic, Recon to choose which type of attrition you don't want to suffer from. Get farmed by a multitude of vehicles, and die to other infantry players that you can't even see.

D- Tier: I'm almost sorry that you are wasting your life away doing this.

- **Playing Medic and actually reviving people:** You are increasing your own misery by making yourself vulnerable and taking time away from your opportunity to kill people. You also have pretty much no explosives.

~~Assault: SARs are incredible due to no hrec/SIPS. The recent vrec changes do absolutely nothing to nerf them, just pull down on the mouse harder. Assault rifles are a clear downgrade from LMGs in their RoF step, but the M1907 is unmatched.~~

~~S-tier: The most viable choices:~~

- ~~MA5 44: Step aside Turner, MA5 44 is now bae. Insane velocity and greater ease of use than the Turner, along with the ability to pair detachable mags with hipfire buffs makes this a very good pick. Since the final upgrade is ease of use either way, LLLL and LLLR are equally viable with no appreciable performance difference—you can choose between easier 2-taps or easier long-range kills.~~

- **Turner SMLE:** Genuinely broken. With the correct upgrades, it becomes a 20-round BF1 Autoloading 0-35 with a worse 3BTK in exchange for zero spread increase per shot or horizontal recoil, and more than serviceable hipfire. LLLR is optimal for breaking people at all ranges, for this reason, with the sole drawback of stripper clip reloads and less than perfect moving spread (which is still rather good.)
- **Ag m/42:** A headshot god cannon with consistent 400ms TTK otherwise. With a macro or the ability to consistently sustain 450 RPM with good accuracy, this is the best ranged weapon in the whole game. LLLR for optimal detachable mag tree.
- **M1907 GF:** The best automatic weapon in the current build of the game. 0-41 horizontal recoil gives it absolutely nutty performance out to 50m. RLLR is optimal due to the extra hipfire ability, allowing you to nuke everything in the game from 0-10m besides the rapid fire Suomi and Thompson without needing to spend 200ms aiming down sights. The only limiting factors are a high 0.82 vrec (can be mitigated with RRRR if you can't control the recoil well enough for RLLR) with an annoying recoil pattern.

A-tier: Good choices:

- **M1A1 Carbine:** Higher DPS SLRs exist, but this absolutely invalidates assault rifles at range with its optimal RLLL tree featuring extended magazine and hipfire. Hilariously easy to use with a macro, still pretty easy to use without one. Click fast to invalidate the SIG's existence.
- **Selbstlader 1916:** The best pubstomping SLR with the rapid fire tree. Pick Barrel Bedding over Diped for the fourth specialisation until bipeds are fixed - RLLR until then.
- **Gewehr 43:** Another great >50m weapon for non Recons. Just dump it and auto win. LLLR is optimal as the vertical recoil upgrade is useless in the last slot, and >140m engagements are possible even in spite of BFV's atrocious visibility. If you can click fast, you're better off with the Ag m/42.
- **Gewehr 1-5:** A very worthwhile bigmag pubstomper from 0-30m, with fast reload. For most players, this is a flat upgrade over the M1A1 Carbine since most players can't actually click fast enough to make good use out of the M1A1. Turner SMLE is more viable in most cases, however. RLLR is the optimal path.

B-tier: Good if you're Relax:

- **Ribeyrolles 1918:** Sorely lacking in both DPS and hitrate compared to the SARs which fill its role better. RRRR for ADS hitrate min-maxing, though it cannot dump anymore due to the changes to spread decrease.
- **Sturmgewehr 1-5:** A serviceable at best starter weapon whose cracks begin to show with any burst lengths above three rounds. Has too much horizontal recoil and too low a rate of fire for its purpose, but still serviceable for pubstomping if you're a Frenchman. RRRR is optimal.
- **SIG 44:** Not good enough at range to compete with the Ribeyrolles or SLRs, and not good enough up close to compete with anything that fires faster than it. Again, RRRR is optimal, as it still has good enough hitrate for what it is.

C-tier: Decent

- **Assault has no C-tier weapons. Very nice!**

D-tier: Usually unviable:

- **Assault has no D-tier weapons. Great success!**

Medic: SMGs are technically the best they've ever been in Battlefield. SMGs have never been this strong. BFV's SMGs have probably the best hipfire of any in the series, and have plenty good hitrate for ranged use. The problem with SMGs? BFV's maps are very poorly suited for SMGs, and their damage models do not allow them to compete at range with other weapon types.

S-tier: The most viable choices:

- **Medic has no S-tier weapons. Sad!**

A-tier: Good choices:

- **Suomi KP/-31:** Rapid fire 1v1 nuke in ADS or hipfire with RLLR or 1vX nuke with RRRR. The best SMG in the game for doing traditional SMG things.
- **ZK 383:** Use the 514RPM RRRR path for the best midrange SMG in terms of hitrate. The MP34 only outclasses the ZK if you need Quick Aim, but both guns are poor for reactionary SMG use anyways.
- **MP 34:** RRRR for good 70m performance for an SMG.
- **M1928A1:** Bigmag pubstomper gun which received an unnecessary hrec increase in a previous patch. Suomi does the same job, but better. The Thompson simply is slightly easier to use with less vertical recoil and a faster reload. Not much to say, go RRRR.

B-tier: Decent choices:

- **MAB 38:** A hipfire MP 34, essentially. The lack of Quick Aim really fucking sucks for an SMG with as good ADS performance as this. RXXL is optimal - LL for the BF1 MP18 Trench analogue, RR for good ADS.
- **MP 28:** Probably the best all rounder SMG, though you're probably better off picking one of the more minmaxed SMGs in the tier above. RLLL for bigmag hipfire, as it has a unique bigmag/hipfire tree (the Thompson and Suomi get bigmag/hree).
- **EMP:** Like the MP 28, this is a usable pick but you're probably better off with something more min-maxed. RLLR for a versatile ADS/hipfire gun.

C-tier: Less than optimal:

- **Lanchester:** Bad MP 28.
- **Patchett:** Also sucks.
- **Maschinenpistole M1912.P16:** Good damage output, but the reload is just too limiting in a CQB role.

D-tier: Usually unviable:

- **M28 con Tromboncino:** Unironically the best non-Boys AT bolt action in the game, but that's not a particularly high bar.
- **Commando Carbine:** Now equally viable to the M28, but still kind of garbage.

Q-tier: Delete these guns from the game:

- **MP 40:** Can't magdump anymore. RRRR but use the ZK or MP 34 instead.
- **STEN:** Genuinely just an even worse MP 40 with marginally better velocity. RRRR

Support: LMGs are nespread assault rifles, great for holding LMB at all ranges.

MMGs are toxic corner camping guns for 0.5 KPM Conquest players.

Shotguns are terrible outside of the M30 Drilling, which is pretty good.

S-tier: The most viable choices:

- **Chauchat:** Essentially a fully automatic SAR with detachable magazines and a bipod, at the cost of having some hree. RRRL (or RRRR for ease of use) for a gun that allows the Support to actually compete with Assault. Will this even be added, though?

A-tier: Good choices:

- **Madsen:** This 20-round 5-5 Bren alternative sports the best bullet velocity in its class alongside mad hitrate, making this the premiere ranged LMG.
- **Bren Gun:** The best ranged LMG until the Madsen drops. Hold LMB to win at all ranges, especially with the perk that spots people upon being suppressed. RRRR for quick aim and best hitrate.
- **LG 26:** Essentially a launch KE 7. RRRR for the best "assault rifle" in the game (RRRL if you can't control the obnoxious recoil pattern)
- **FG 42:** The highest RoF LMG, which also invalidates non 1907 assault rifles. LRRR is optimal for AR surregaey and ranged dominance.
- **GB 200:** XRRR to nuke everything including SARs while on the bipod.
- **M1919:** Invalidates the MG 34 as the best MMG for doing MMG things. With best in game velocity and a massive 250 round belt, you're really only limited by this gun's lack of zoom optics. RRRL to kill things good.
- **M30 Drilling:** An auto-win tool for 1v1 at all possible ranges. LLLL since the right side upgrades are idiot traps.

B-tier: Decent choices, but outclassed.

- **Lewis Gun:** Big mag pubstomper with few other redeeming features, but very good at what it does. LRRR for hitrate or LLLR for bigmag.
- **MG 42:** 1v1 MMG for dropshot memes. Pick the rapid fire tree to min-max it. RLLL if you play bad modes and want to destroy aircraft, RLLR otherwise.
- **KE7:** A versatile gun, but not compelling given how good the min-maxed alternatives are. LLLL gets shot on by FG 42, RRRL is pretty much a worse Bren.

C-tier: Less than optimal.

- **MG 24:** Soon to be invalidated by the M1919 for its purpose. RRRR is optimal to min-max the weapon's horizontal recoil and magdumpableness until then.
- **M1922 Barne:** Like the VGO, this is a somewhat underwhelming versatility pick, but features decent capacity. RLLR.
- **VGO:** Not min-maxed enough to compete with the other MMGs. Genuinely just pick random specs, you're wasting your company coin anyway.

D-tier: Usually unviable.

- **Other shotguns:** These are garbage. Just use M30 Drilling.

Recon: Bolt actions are participation trophy rifles that are only good if you're Stodeh. SLRs are good but have clunky feeling recoil decrease and low capacities.

S-tier: The most viable choices.

- **Recon** has no S-tier weapons. Sad!

A-tier: Good choices.

- **Boys Anti Tank Rifle:** Go prone and one-shot people up to 100m away. LLLR.
- **Gelbstader 1906:** The best 2-2 SLR in the game, especially with its ability to use the 2x scope. LRRR.

B-tier: Decent choices.

- **P08 Carbine:** Actually outperforms a lot of SMGs at range due to having no SIPS, horizontal recoil, or a stupid pattern, but still lacking in DPS. LLLR.
- **ZH 29:** Also a usable 2-2 SLR. A downgrade from 1906 if you don't use the detachable mag, so just pick RRRL.
- **Model 8:** Very good within 50m with the rapid fire tree. RLLL.

C-tier: Less than optimal.

- **RSG:** A mag reload Model 8 which can't get rapid fire. RLLR.

D-tier: Usually unviable.

- **All bolt actions:** Go commit redeploy. If you can consistently hit headshots well enough to use a bolt action, you should just use the AG m/42 instead.

Sidearms: By far the worst sidearms in any relevant Battlefield game due to terrible dropoffs.

S-tier: The most viable choices.

- **Mk VI Revolver:** The recent range buff makes the Webley by far the best sidearm in the game.

A-tier: Good choices.

- There are no A-tier sidearms. Sad!

B-tier: Decent choices.

- **Repetierpistole M1912:** 400ms TTK out to 12m looks kind of bad on paper, because it is. If you can click fast, just magdump the M1912 at people.

C-tier: Less than optimal.

- **M1911:** 7m 3BTK is tragically bad, but less tragically bad than the sidearms that can't 3BTK at all.

D-tier: Usually unviable.

- There are no D-tier sidearms. Very cool!

Q-tier: Delete these guns from the game.

- **Literally every other sidearm:** Holy shit sidearm balance and effectiveness in this game is really fucking poor. A 7m 4BTK on the Ruby deserves a special mention for being hilariously bad.

Specialisation tree rationale

What follows is a set of rules for optimal progression down specialisation trees.

For the first specialisation:

- When given the choice between Recoil Buffer and any other specialisation, **always choose the alternative.** Vertical recoil is almost one hundred percent controllable by the player. This is also applicable for the fourth specialisation. You can make an argument for Recoil Buffer if you go for consecutive headshots.

For the second and third specialisations:

- These specialisations are linked and usually well-paired. The left tree is typically geared towards improving hipfire hitrate and/or increasing the weapon's rate of fire. The right tree is typically geared towards improving ADS hitrate through base spread/horizontal recoil upgrades and/or strafing accuracy.

For the fourth specialisation:

- If you have already selected Enhanced Grips as an earlier specialisation, and Polished Action is available, **always choose Polished Action** to max out hipfire hitrate.
- When given the choice between Recoil Buffer and any other specialisation, **always choose the alternative.** Vertical recoil is always one hundred percent controllable by the player.
- When given the choice between Bayonet/Dipod and any other specialisation, **always choose the alternative.** These attachment-based specialisations aren't useful enough to warrant selection over whatever the alternative is, especially not Bayonet.

General thoughts on BFV weapon balance:

Weapon balance is somewhere between BF3 and BF4 (that is to say, pretty bad.) SARs are pretty much the only relevant weapons for a good player wanting to dominate in small modes. Automatic weapon DPS from 10-50m is way too bad for the sorts of hitrates these weapons can achieve. Assault rifles and SMGs have to fight horizontal recoil, spread increase per shot, and a stupid recoil pattern. LMGs only have hree and pattern. SARs which have the best 10-50m DPS in the game have none of these things. Bolt actions are un-guns due to lack of sweetspot. A number of changes can be made to make automatics competitive and give this game actual balance, the first and most obvious choice being to extend the 4BTK range out to 15m, making it an actual factor on the majority of BFVs maps. In addition, a reduction in horizontal recoil and removal of recoil patterns would also serve to improve automatic weapon hitrates in a game mostly dominated by 100% accurate SARs. If these changes still aren't enough, increasing automatic rates of fire so 333ms Turner/MAS aren't so much of an outlier at midrange (where all automatic weapons are 5BTK) would also work, though this isn't ideal.

tl;dr: it sucks