

Weapon	1	2	3	4	MW
Ancient Gospel (PVP)	Range	Accurized	Rapid Hit Slideshot Eye of the Storm	Killclip Rangefinder	Range
Arsenic Bite			Rampage	Archer's Tempo	
Avalanche (PVE)	Stability	Appended?	Feeding Frenzy DSR	Rampage	Stability
Bad Omens (Curated Gambit roll available!)	Volatile Hard	Alloy Black Powder	Tracking	Cluster	Reload
Bite of the Fox (PVP)	Hammer Forged Fluted (w/ firmly planted)	Accurized	Snapshot Firmly planted	Opening Shot	Handling Range
Biting Winds (PVP)	Elastic	Fiberglass	Moving target	Swashbuckler	Accuracy
Biting Winds (PVE)	Elastic	Fiberglass	Rapid Hit Killing Wind	Explosive Head Sympathetic	Draw
Blast Battue (PVE)			Clown cartridge	Chain Reaction Wellspring ALH (w/o clown)	Reload
Blast Battue (PVP)	Blast radius	Proxy	Quickdraw Killing wind	Wellspring Disruption break Chain Reaction	Blast radius
Bonechiller (PVE)	Fluted Smallbore	Assault	Triple Tap ALH	Demolitionist	Handling Reload (no ALH)
Chroma Rush (PVP)	Arrowhead Hammer forged Extended Smallbore	Accurized	DSR Heating up	Rampage Kill clip TTT	Range Stability
Cold Denial (PVP)	Hammer forged (PC) Smallbore (both) Arrowhead (controller)	Ricochet High cal Light mag	Kill Clip Zen	Multikill clip Headseeker	Range (PC) Stability (controller)
Cold Front (PVE)	Extended	Tac Appended Extended	Surplus Under pressure Feeding Frenzy	Rampage Dragonfly Surrounded	Range Reload
Cold Front (PVP)	HF Smallbore	Accurized Tac	DSR	Rampage Unrelenting	Range
Commemoration (PVP)	Polygonal	Accurized	DSR	Rampage/under pressure	
Coriolis Force (PVE)					
Corsair's Wrath (PVE)	Tentative--need range numbers HF Smallbore Fluted	Mag size	Killing wind Moving target	Unrelenting Kill Clip	

Corsair's Wrath (PVP)	HF	Projection Fuse Accelerated	Killing Wind Moving Target	Quickdraw Unrelenting Kill Clip Demo	Charge time
Crowd Pleaser (PVE)	Linear Comp/Quick launch	Spike nades/high velocity rds	Field Prep/Surplus/Clo wn	Chain Reaction	
Crowd Pleaser (PVP)	Volatile	Proxy	Killing Wind	Chain Reaction Quickdraw	Blast Radius
Deafening Whisper (PVE)	Quick launch Hard launch	High velocity	Ambitious assassin Lead from gold	Wellspring ALH	Reload Handling
Deafening Whisper (PVP)	Quick launch Smart drift Linear compensator	High velocity	Killing Wind	Wellspring/ALH	
Dire Promise (PVP)	Hitmark Crossfire Sureshot	Ricochet	Opening shot	Rangefinder	Range
Distant Tumulus (PVE)	Arrowhead Fluted	Tac	Firing Line	Clown	Reload
Falling Guillotine (PVE)	Jagged	Swordmaster	Relentless	Whirlwind	Impact
False Promises (PVP)	Fluted HF	Ricochet	DSR Killing Wind	Zen Moment Rampage	Range Stability Reload
Farewell (PVP)	Smallbore HF Corkscrew	Accurized Tac mag	Full auto Rangefinder Heating up Moving target	MKC Vorpall	Range Stability
First in, Last Out (PVE)		Assault	ALH	Vorpall Surrounded	
FILO (PVP)	Range	Assault	Slideshot	Opening Shot	Range
Fool's Remedy	Tactic SAS	Ricochet	Moving Target	Kill clip Iron grip Rangefinder	Range
Forward Path (PVP)	Red dot or Micro	Accurized	DSR	TTT Iron Grip	Range
Forward Path (PVE)	Red Dot Micro	Tac	FF	MKC	Range Stability
Friction Fire (PVE)	Smallbore HF	Tac Appended	TD Killing Wind Zen Field Prep Subsistence	Rampage Wellspring Vorpall	Reload Range Stability

Friction Fire (PVP)	HF Smallbore	Accurized	Killing Wind Zen Moment	Rampage Wellspring	Range
Frozen Orbit (PVP)	Hammer Forged Fluted Full bore	Accurized	Moving target		
Glacioclastm (PVP)	Arrowhead Chambered (100 recoil)	Accelerated (w/ high impact) Projection fuse Particle repeater	Killing Wind Surplus Slideshot Under pressure	High impact reserves Demolitionist	NOT charge time
Gnawing Hunger (PVE)			Subsistence		Reload
Gnawing Hunger (PVP)	Hammer-forged	Accurized Steady (console)	TTT Zen (console)	Kill clip (most here are ok)	Range Stability
Grenade Launcher (PVP) Archetype: 120rpm	Blast	Prox	Quickdraw Rangefinder Rampage Snapshot		Blast Handling
Heritage (PVE)	Range (full bore)	Assault mag	Reconstruction	Recombination or any other	
High Albedo			AA	Wellspring	
Hollow Words (PVE)			Feeding Frenzy Lead from Gold Killing Wind	Vorpall Unrelenting	
Hollow Words (PVP)	Range	Range	Killing Wind	Unrelenting	Range
Ignition code (PVP)	Quick Hard	Spike Proxy	Quickdraw Surplus Field prep	Demolitionist Vorpall	Velocity Handling
Ikelos SMG (PVE)	Fluted Smallbore HF CC	Seraph	DSR	Demo Vorpall	Range
Ikelos SMG (PVP)	HF CC	Seraph Accurized	DSR	TTT Demolitionist	Range Handling
Ikelos SR (PVE)	Handling/Range Arrowhead Fluted	Tactical Appended Extended	FTTC TT	High Impact Reserves	Handling Reload Range Stability
Ikelos SR (PVP)	Fluted Range	Tac Mag Seraph	Moving Target No distractions	Quickdraw	Range
Interference VI	Hard launch	Spike	Clown	Full court	Reload
Last Dance (PVE)		Appended	Full auto	Killclip/dragonfly	Reload
Last Dance (PVP)		Ricochet	Moving Target Full Auto Outlaw (eh.)	Kill Clip Rangefinder TTT	Range Stability Reload

Last Perdition (PVP)	Range	Accurized Drop Mag Tac Mag	Kill Clip	Rangefinder	Range Stability
Last Perdition (PVE)	SPO-57		Outlaw	Kill Clip	
Lonesome (PVP)	Fullbore Hammer forged Extended Smallbore	Ricochet High cal	Full auto Rapid Hit	Kill clip	Range Stability
Long Shadow (PVP)	ATC Rex	Tac mag	Snapshot sights	Moving target	Range Handling
Memory Interdict (PVP)		Prox Spike Sticky	Quickdraw	Chain reaction wellspring Disruption break	Velocity Blast radius
Night Watch (needs edit)	Arrowhead	Steady	Rapid Hit	Explosive rounds	Range
Night Watch (PVE)	Arrowhead HF	Tac Accurized	Rapid Hit	Explosive	
Night Watch (PVP)	Extended	Accurized	Snapshot	Explosive	
Orewing's Maul (PVP)	Hard Launch	Proxy Spike	Quickdraw	ALH	Velocity (Blast Radius cap is 55)
Royal Chase (PVE)					
Royal Chase (PVP)	Smallbore	Accurized rounds	Full auto No Distractions	Quickdraw MKC	Range Stability
SS CQC-12 (PVP)	Rifled/full choke	Accurized/assault	Slideshot Quickdraw	Snapshot Vorpall	
SS Officer Revolver	Hammer forged Full bore Fluted (all preference)	Drop Mag Extended Accurized	Ambitious assassin FTTC	Timed payload	Range
SS SAW (PVE)	Corkscrew CC	Ricochet	Clown Cartridge	Vorpall/Firing Line	
SS SAW (PVP)	Stability/Range	Ricochet High cal	Zen moment	Mulligan Vorpall Opening	Range Stability
SS SI-2 (PVE)	Corkscrew	Accurized	Demo	Dragonfly	Range
SS SI-2 (PVP)	Fluted/Range	Accurized	Threat/Demo	Snapshot/Zen	Range (Stability?)
Survivor's Epitaph	HF Smallbore	Ricochet High cal	Rapid hit Killing wind Heating up	Kill clip moving target snapshot	Range
SS VY-7 (PVE)	CC Smallbore	Tac	AA/FTTC	Dragonfly/FF	
Stars in Shadow (PVP)	Hammer forged (or any range)	accurized	Quickdraw Killing wind Surplus	Kill clip Headseeker Moving target	Range Stability

			Firmly planted	Demo Snapshot	
Steady Hand (PVP)	Hitmark Truesight Fastdraw Steady hand	Ricochet rounds	Killing wind Moving target Quickdraw Slideshot	Wellspring Iron Gaze (op aim assist) Snapshot Iron Grip Swash (playstyle dependent)	Range Stability
Thermal Erosion (PVP)	Arrowhead/polygonal Hammer Forged Smallbore	Ricochet High cal	Quickdraw Zen moment KW	DSR TTT	Range Stability
Thermal Erosion (PVE)	Arrowhead	Appended Extended Ricochet/AP/High Cal	Zen Field Prep KW	Wellspring Dragonfly	Stability
Timelines' Vertex	Range	Range	Firmly planted	Snapshot Demolitionist Backup Plan	
Toil & trouble (PVP)	Full choke	Accurized	Slideshot	Snapshot	Range
Trustee (PVE)	Range (hammer)	Tac Extended Accurized	Surplus Reconstruction	Wellspring High impact reserves	Range
Trustee (PVP)	Range (hammer)	Accurized	Reconstruction Killing Wind Surplus	Wellspring Eye of the Storm High impact reserves (if no reconstruction)	Range
Truth teller (PVE)	Quick/linear	Blinding/Spike	FF ALH	MKC Demo	
Truth teller (PVP)	Quick launch/linear	Proxy	ALH/field	Disruption (or quickdraw)	Velocity/blast?
Whispering Slab (PVP)	Polymer + Draw Elastic + Accuracy	Fiberglass Straight	Archer's Tempo Killing Wind Hip fire grip	Opening Shot Vorpall	Draw or Accuracy (see column 1)
Wishbringer (PVP)	Rifled	Accurized	Slideshot	Opening shot	Range

*Most if not all Range masterworks may be substituted for Stability if on controller, as can barrels.

Additional notes on archetypes:

Breech-load GLs: Blast radius above 55 has no effect.