

Force 2+

Damage Type	Physical	Firing Action	Bolt Action
Base DMG (95-105%)	3578-3955	Ammo Type	Anti-Materiel Bullets
Chip DMG (95-105%)	5420-5991	Ammo Capacity	10
Overclock	4143	Rate of Fire (RPM)	52
Chip Overclock	6276	Effective Range	55.0
Crit Rate	2.50%	Weight	1185
Crit Damage	150.00%	Accuracy	A
Weakspot Damage	450.00%	Requirements	143 STR, 100 DEX

Based on the FR F2, this is the first obtainable sniper available in the game to introduce long range sniping as well as the importance of hitting weakspots overall in this game.

Overview

The Force's ability to snipe enemies is shown upon its acquisition. Higher than usual per shot damage along with the addition of its impressive weakspot damage; a standout trait for snipers in this game. This means this weapon can deal out high amounts of damage to the majority of weaker enemies in the game at longer ranges compared to other weapons in the game.



However, the Force suffers in its lack of chunky damage. Despite its higher than average damage compared to most weapons, its power as a bolt action sniper compared to its peers is somewhat lackluster with little way outside of hitting weakspots to even boost its overall damage. Also as a bolt action sniper, it is ill suited for rapid follow up shots.

It's however a great platform for beginner snipers to get used to due to its weight and decently low stat requirements for a sniper, plus the damage is just enough to be a trash mob killer, taking down weaker enemies with relative ease.

Specific Builds

The preset non-crit build would suffice here.

Verdict - Average

Farm Locations

Dropped by P Sniper Automatons scattered in Lost Gate, making this weapon particularly easy to obtain. Enter the dungeon and head into the very first room and there are a few of those enemies are said P Sniper Automatons for you to kill.



Alternatively, you could hunt Laplacian in BoB:S Grandmaster Class Round 1. He guarantees at least a 6-chip epic on kill, but he does share a spawn with Yeoman Nabla so use Hawk Eye to quickly identify him.

Al-Nassr 4+

Damage Type	Optical	Firing Action	2 Round Burst
Base DMG (95-105%)	1533-1694	Ammo Type	Sniper Rifle EP
Chip DMG (95-105%)	2322-2566	Ammo Capacity	20
Overclock	1775	Rate of Fire (RPM)	200
Chip Overclock	2689	Effective Range	60.0
Crit Rate	5.00%	Weight	715
Crit Damage	175.00%	Accuracy	A+
Weakspot Damage	350.00%	Requirements	71 STR, 126 DEX

Al-Nassr distinguishes itself from its peers with a unique firing mechanism for a sniper as well as being the only optical sniper rifle in the game.

Overview

The unique optical sniper offers it some decent advantages usually associated with the optical weapon categories; good against most PvE enemies, long range, lightweight and cheap with stat requirements with a decent magazine capacity. Also noted is the unique 2 round burst, meaning a decently rapid 2nd shot that follows up boosts its slightly low per shot damage for a sniper and thus giving this weapon a deceptively high amount of burst damage overall with the flexibility to build for crits or none.



The gun still suffers the usual optical downsides, poor projectile speed that is also the antithesis to its long range and its poor damage vs humanoid targets. And while weakspot damage is excellent among the many weapons in this game, its weakspot damage isn't as strong as its other peers overall so per shot damage isn't actually high as per usual snipers.

Al-Nassr works as a more rapid option for beginners or for players who want to experience a unique take on snipers in general.

Specific Builds

The 5% base crit rate means this weapon can use both crit or non-crit builds, depending on the player's playstyle and willingness to invest into LUC.

Verdict - Average

Farm Locations

Al-Nassr drops from S-Type Sniper Drones found scattered around the White Frontier. However they are comparatively rare towards the other drone types, but so far one section of the overworld has them appear.

Fast travel to the Meteorological Institute Ruins entrance and walk right towards the ice lake with Earthshaker in the middle. Further down there will be 4 drones floating at the edge of the ice lake near a chest. One of those drones is the Sniper Drone.



As this is an overworld spawn, you can simply respawn it by running sufficiently far away and then returning back to the spot. You can choose either the back and forth arrow shown above or running up and down the hill nearby.

Dragon Killer 2

Damage Type	Physical	Firing Action	Semi Auto
Base DMG (95-105%)	2382-2633	Ammo Type	Sniper Rifle Bullets
Chip DMG (95-105%)	3608-3989	Ammo Capacity	10
Overclock	2758	Rate of Fire (RPM)	138
Chip Overclock	4178	Effective Range	45.0
Crit Rate	5.00%	Weight	866
Crit Damage	175.00%	Accuracy	A
Weakspot Damage	400.00%	Requirements	97 STR, 105 DEX

Based on the Dragunov SVD, this is one of the two semi auto snipers in the game and a more aggressive option for snipers compared to bolt actions.

Overview

Dragon Killer as a sniper is less focused on raw power and more on sustained shot after shot. As such its damage compared to its peers is just about average overall. It does have incredibly good weakspot damage that is characteristic of a sniper and decent crit stats that allow for flexibility between crit and non-crit builds overall.



It however falls short to its peers due to its somewhat low damage output overall. Compared to bolt actions with their high damage shots, Dragon Killer's per shot damage is lower in comparison and coupled with a rather low fire rate, sustained damage is somewhat low overall despite its consistency, meaning that it can't particularly do burst or sustained damage well enough. Still for one who wants to pick a more nimble but decently chunky gun, this gun is a good pick.

It is compared to its other semi auto sniper **MEBR Special 2** due to similar characteristics, but it is generally considered superior due to the higher base damage, lower weight and stat requirements overall, despite the MEBR's handling advantages.

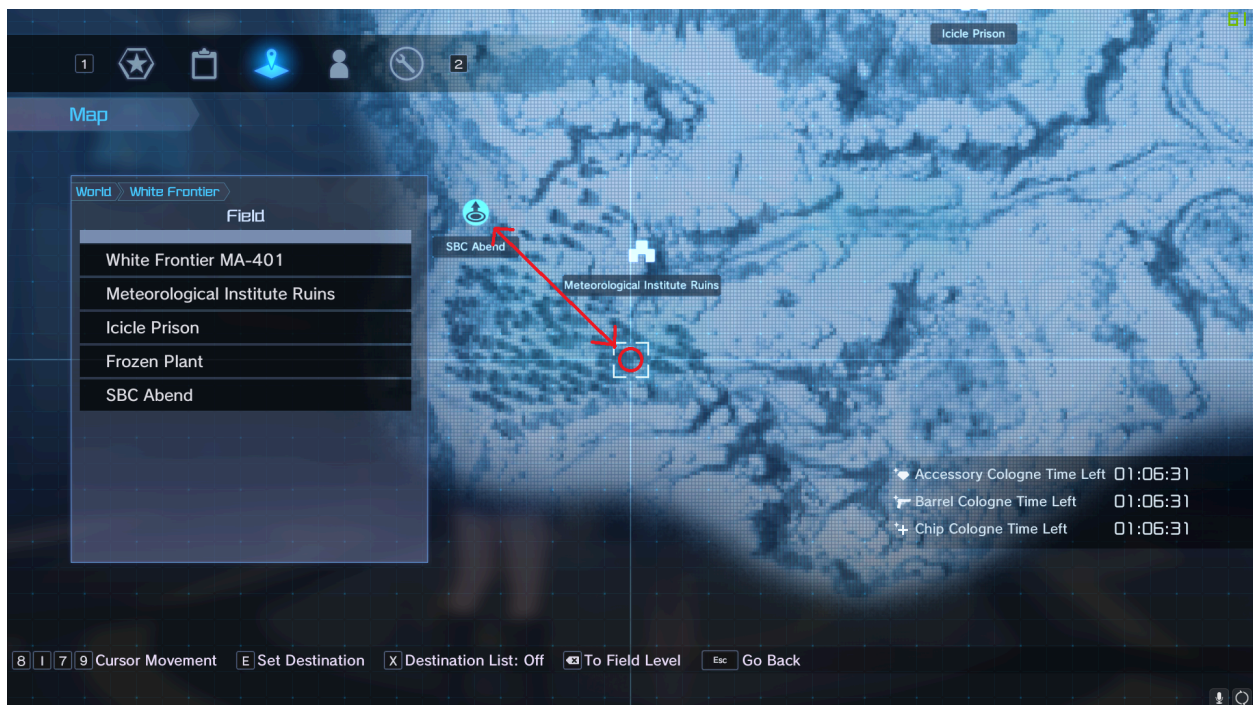
Specific Builds

The 5% base crit rate means this weapon can use both crit or non-crit builds, depending on the player's playstyle and willingness to invest into LUC.

Verdict - Average

Farm Locations

The easiest method to get a Dragon Killer is to kill Giga Ivory Shells. They appear around White Frontier, but you can easily find one in the overworld, in the forest south of Meteorological Institute Ruins entrance as shown below.



Kill the Giga Ivory Shell at the circle and run back and forth between it and SBC Abend entrance, which should be enough distance to respawn the shell after killing it. Do note that Giga Ivory Shell also drops a **Pandora 87 MK2**, so ensure you check the drops before exiting.

MEBR Special 2

Damage Type	Physical	Firing Action	Semi Auto
Base DMG (95-105%)	1979-2188	Ammo Type	Sniper Rifle Bullets
Chip DMG (95-105%)	2998-3315	Ammo Capacity	20
Overclock	2292	Rate of Fire (RPM)	150
Chip Overclock	3472	Effective Range	50.0
Crit Rate	5.00%	Weight	895
Crit Damage	175.00%	Accuracy	A
Weakspot Damage	400.00%	Requirements	86 STR, 155 DEX

Based on the Mk 14 EBR, the other option of the semi auto sniper rifle is the trademark weapon for M in the AGGO spinoff. Sadly you don't get its lineless capabilities (get a skill for it).

Overview

As a semi auto sniper, MEBR is less focused on raw one shot damage but sustained shot after shot. Similarly, its common traits are average overall damage with good weakspot damage and decent crit stats for flexibility in crit or non-crit builds.



Sadly, MEBR suffers the same problem as its other semi auto sniper compatriot. Very mediocre at best damage overall due to lower per shot damage with low fire rate means that despite its consistency over time, MEBR won't do as much damage as the more proven, capable bolt action snipers, but still able to deliver when it should due to its consistency.

It is often compared to the **Dragon Killer 2** due to their similar characteristics, but falls short compared to it due to the lower overall damage. It does have its advantages however, larger ammo capacity for more follow up shots, increased fire rate and a slightly longer range than the Dragon Killer.

Specific Builds

The 5% base crit rate means this weapon can use both crit or non-crit builds, depending on the player's playstyle and willingness to invest into LUC.

Verdict - Average

Farm Locations

MEBR can be found scattered around the White Frontier dropped by S-Type Sniper Automatons. You can easily find them at the hills near Icicle Prison marked below.



As this is in the overworld, you can run sufficiently far enough from them to be able to respawn these enemies as shown above, so once you kill the S-Type Sniper Automatons, run away following the arrows and then turn back to catch said enemies.

Also, you can have 3 chances of obtaining this weapon in BoB:S Grandmaster Class. Nyoho_Anya drops the MEBR in Round 3 and both M and Musketeer X drops this as well in the Final Round. Again as noted, you would be going into the shitshow for this weapon.

Sound Deadener 2

Damage Type	Physical	Firing Action	Full Auto
Base DMG (95-105%)	1229-1359	Ammo Type	Sniper Rifle Bullets
Chip DMG (95-105%)	1861-2059	Ammo Capacity	20
Overclock	1423	Rate of Fire (RPM)	590
Chip Overclock	2155	Effective Range	40.0
Crit Rate	1.50%	Weight	666
Crit Damage	150.00%	Accuracy	A+
Weakspot Damage	350.00%	Requirements	73 STR, 163 DEX

Based on the VSS Vintorez, Sound Deadener presents itself as a unique lightweight, full auto sniper rifle, leaning on the most aggressive of all sniper rifles.

Overview

Sound Deadener on paper looks kinda bad due to its rather low base damage unbefitting that of a regular sniper rifle. *It is not however*, boasting impressive output close to that of a rifle.

Combined with its high weakspot damage, it makes an incredibly deceptive yet powerful sniper rifle whose DPS *can rival even gatling guns* in its regard. Not to mention its preferable handling traits like being an incredibly light weapon, decent accuracy, stat requirements and range mean that this gun is among the strongest snipers in the game overall.



Sadly, it is not without downsides. Its high fire rate is curbed by its rather measly 20 round magazines and while its by no means bad, 20 rounds can easily be depleted with the high 590 RPM this gun has, necessitating frequent reloads and/or needing an “Ammo Capacity” or “Auto Reload Rate” memory chip to mitigate its downside. It is also curbed by the fact it relies on rapid shots to do its damage, meaning the innate sniper sway harming its true damage potential without the “Decreased Detectability While Crouching” memory chip. Also, the silenced nature of this gun means that it has very poor projectile speed that actually harms its performance against ranged moving targets; the polar opposite of what snipers excel at.

Still, it is a surprise in the sniper rifle category, less focused on raw burst power and more on a stream of continuous fire that melts enemies easily. The best way to use this weapon is to treat it as a scoped assault rifle, mid range combat is where this gun excels and its handling traits make it a versatile, aggressive option for snipers in general.

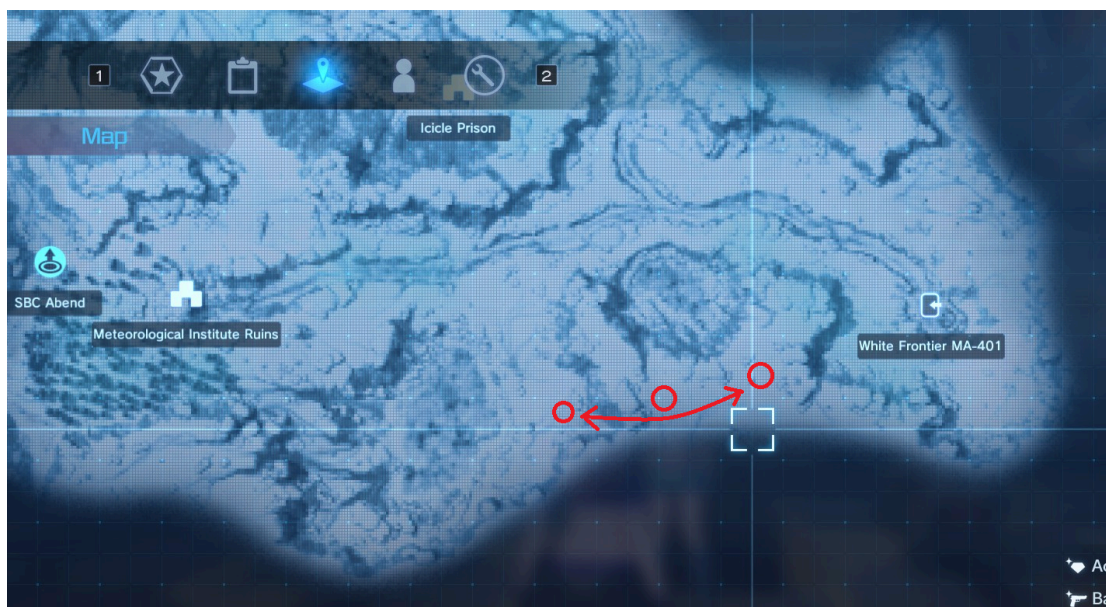
Specific Builds

The preset non-crit build would suffice here, but you can alleviate its frequent reloading by using “Ammo Capacity” and/or “Auto Reload Rate” chips with your rifle. Also, due to its sniper sway nature harming overall accuracy of this sniper’s full auto nature, consider “Decreased Detectability While Crouching” accessory memory chip to mitigate the sway completely.

Verdict - Strong

Farm Locations

Sound Deadener drops from Arctic Triple Artilleries scattered everywhere in the White Frontier, but the easiest way to get one would be to use the overworld in farming this gun.



Fast travel to the entrance and turn backwards to head up to the hills at the bottom edge of the map and walk along the edge till you see the two Arctic Triple Artilleries on your right (marked centre and right). Kill those and run forward till you hit the ledge near the ice lake. There will be one more artillery at the bottom you can kill (marked left). Run back to respawn the last one you killed at the right marked artillery.

From there on, repeat running back and forth killing the left and right marked Arctic Triple Artilleries until your desired rarity appears.

AMR Tiamat MK3++

Damage Type	Physical	Firing Action	Bolt Action
Base DMG (95-105%)	5053-5585	Ammo Type	Anti-Materiel Bullets
Chip DMG (95-105%)	7655-8459	Ammo Capacity	7
Overclock	5850	Rate of Fire (RPM)	40
Chip Overclock	8862	Effective Range	75.0
Crit Rate	2.50%	Weight	2080
Crit Damage	150.00%	Accuracy	A+
Weakspot Damage	450.00%	Requirements	191 STR, 126 DEX

Sinon's iconic PGM Hecate II appears in this game and is among the few guns to display the raw power befitting powerful sniper rifles and is among the more powerful options in general.

Overview

Tiamat's selling point is the high base damage; combined with the high weakspot multiplier allowing it to deal incredibly high amounts of damage overall. As a sniper, Tiamat is a strong contender overall with the consistently high damage it can deliver back to back. Other favourable traits include the longest range out of any weapon in the game, allowing you to target enemies from distances not even the game allows to render.



On the other hand, Tiamat doesn't have the best handling. The bolt action firing means that it is ill suited for follow up shots and it is a rather heavy weapon with large stat requirement to wield, largely reducing available mobility when using the weapon. This makes Tiamat particularly difficult to use, the overarching mobility penalty and it being a slow firing weapon places emphasis on players to be conservative and to have good positioning.

For players who value consistent damage, Tiamat will be the go-to for conventional sniping.

Specific Builds

The preset non-crit build would suffice here.

Verdict - Borderline Strong/Average

Farm Locations

Tiamat drops from Ghospet in the Meteorological Institute Ruins. He can be found close to the end of the dungeon by fast travelling to midpoint 1 and then entering the teleporter. After that, make your way through the dungeon until you reach the familiar boss room with Ghospet awaiting you there as shown below.



AMR Grim Reaper+

Damage Type	Physical	Firing Action	Bolt Action
Base DMG (95-105%)	4303-4756	Ammo Type	Anti-Materiel Bullets
Chip DMG (95-105%)	6519-7205	Ammo Capacity	5
Overclock	4983	Rate of Fire (RPM)	36
Chip Overclock	7549	Effective Range	62.5
Crit Rate	7.50%	Weight	1275
Crit Damage	175.00%	Accuracy	A+
Weakspot Damage	500.00%	Requirements	155 STR, 97 DEX

Based on the AWM, the Grim Reaper is among the first true endgame weapons, with its stats rewarding players with power yet still maintaining its relevance in the current late game meta.

Overview

Compared to its other AMR peer the Tiamat, Grim Reaper is slightly lacking in the base damage department, so it doesn't hit as hard on first glance. However its other statistics are excellent to complement it, a respectable critical rate firmly puts this weapon in the need for a crit build and it has *the highest weakspot damage multiplier in the entire game at 500%*, meaning hitting weakspots is a must to exploit its high overall damage. This means in most situations, while Grim Reaper hits slightly less harder than Tiamat, it would deal much more damage on average due to its crit rate, making this a perfect burst sniper that can deal massive damage on occasion.

Other stats on the Grim Reaper makes this weapon favourable in general, its average weight, decent stat requirements and impressive effective range lend much to its handling traits being favourable. However, it is also not without its downsides either. It is ill suited for rapid shots due to the bolt action nature of the sniper, plus the silencer on this gun massively denting its actual long range capabilities due to the slower than usual projectile speed of this sniper.



In the end, Grim Reaper is still among the best snipers in this game for those who want a conventional sniping platform with maybe a small dash of massive critical damage. It also serves as one of the three anti-Behemoth snipers in the game, one that utilises its critical damage to quickly make work of the 75 million HP co-op boss.

Specific Builds

The preset crit build would suffice here. Should one want to make an anti-Behemoth sniper build, you can simply add “Explosive Attack” to the last filler slot.

Verdict - Strong

Farm Locations

AMR Grim Reaper is found easily in the Old South overworld used by Punisher Facsimiles. These enemies however only spawn when you have DLC 3 and its story mode activated. While there are 5 potential places you can find these Facsimiles, the easiest farming place would be near the entrance of Subway B. I recommend using Speed Form 4 to hasten the running progress here.



Fast travel to Subway B and walk north, killing the Mjolnir boss on the way. Walk further forward and you will encounter 4 Punisher Facsimiles. Kill them and start running away in the direction shown above. Keep running until you see a Hooligan spawn on the right side, in which then you immediately turn back and run to the freshly respawned Punisher Facsimiles.

Repeat this process until the Facsimiles drop the desired rarity/chips of the Grim Reaper.

AMR Breakthrough 4

Damage Type	Physical	Firing Action	Bolt Action
Base DMG (95-105%)	11590-12810	Ammo Type	Anti-Materiel Bullets
Chip DMG (95-105%)	17558-19407	Ammo Capacity	1
Overclock	13420	Rate of Fire (RPM)	14
Chip Overclock	20331	Effective Range	40.0
Crit Rate	0.50%	Weight	2545
Crit Damage	150.00%	Accuracy	A
Weakspot Damage	400.00%	Requirements	221 STR, 63 DEX

Based on the PTRD-41, the only anti-tank rifle in the game that had a rather malignant reputation for being incredibly shit for what its supposed job is. As of now however...

Overview

Breakthrough sits as the one of the only 2 weapons in the game that have an incredible distinction; *base damage of 5 digits*. To say it has incredibly high damage is already an understatement; having the *highest damage out of any bullet based weapon in the game*. Combined with its rather high weakspot damage, needless to say that you probably only need a single shot to kill anything that moves, outside of bosses and particularly tougher enemies.



The downsides of this weapon however are particularly punishing, being atrociously heavy for a sniper with a massive STR requirement to boot. Also to mention is its one round capacity that necessitates a reload after *virtually every single shot* plus the fact its reload time for a sniper rifle is particularly long, meaning not only it is incapable of rapid follow up shots without memory chips to assist it, it is particularly sluggish as well, giving wielders a massive penalty to mobility in general.

However, its massive single shot damage is its defining redeeming factor, as the slow reload can be mitigated with skills or the "Auto Reload Rate" chip, in which raises the cyclic action to 62 RPM when the chip procs itself, plus the fact that not many enemies have the luxury of surviving

even the initial shot of Breakthrough itself due to the illegal amount of weakspot damage this sniper can do.

Breakthrough right now is arguably *the* best option for tackling the Behemoth's in general due to the fact "Explosive Shot" deals damage based on the weapons damage; so the high base damage of Breakthrough is a perfect fit for the skill, plus the fact that casting "Explosive Shot" doesn't need the players to reload, instead using the same skill casting animations as everyone else.

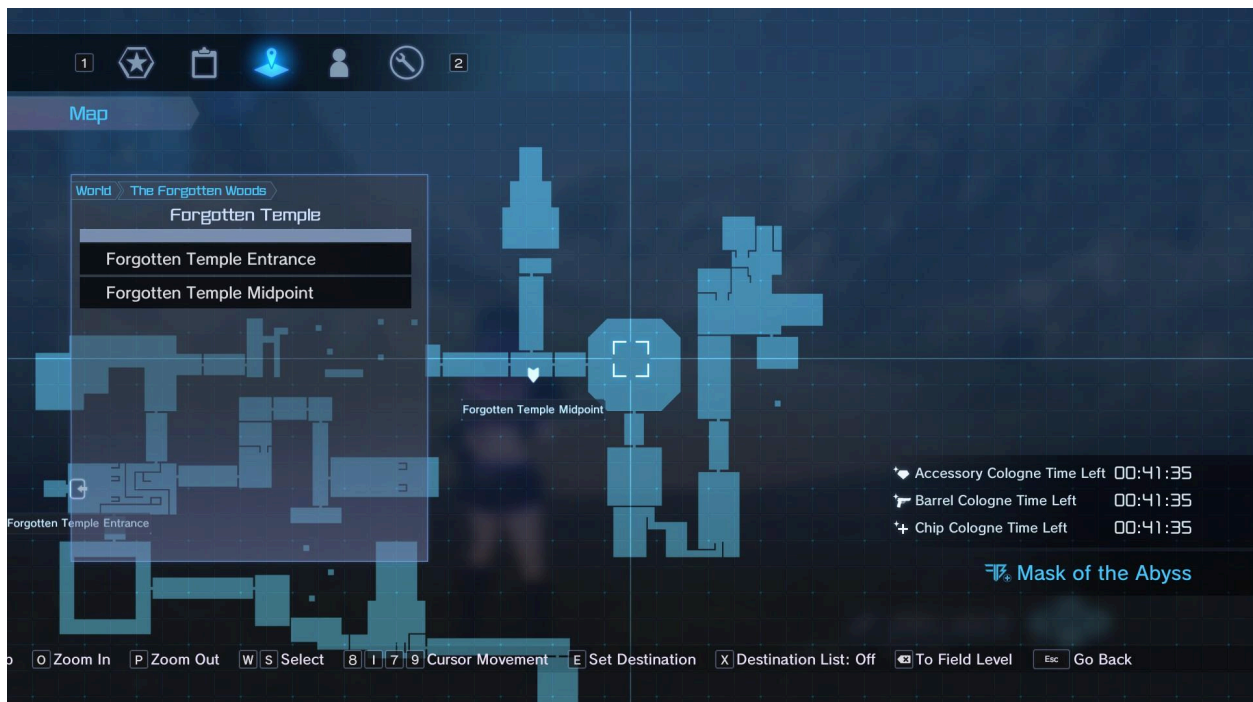
Specific Builds

The preset non-crit build would suffice here. To make it anti-Behemoth, you can add the "Explosive Attack" memory chip to it.

Verdict - Borderline Strong/Average

Farm Locations

Breakthrough is a DLC 1 weapon only obtainable in the Forgotten Temple dropped by Nephilim Replicas. The easiest place to get one will be right after midpoint 1. As soon as you fast travel to it, walk straight and fall down into a room where 3 Nephilim Replicas will spawn shown here.



Be warned, these Nephilim Replicas will most likely drop Breakthrough 3, the Rank 8 version of this gun over the one you'd want, so remember to check your inventory if the Breakthrough that drops is indeed of the correct weapon rank.

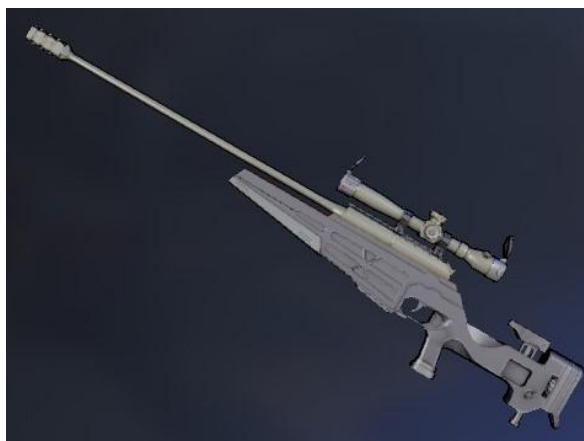
Calm Hound MK3++

Damage Type	Physical	Firing Action	Bolt Action
Base DMG (95-105%)	2795-3090	Ammo Type	Sniper Rifle Bullets
Chip DMG (95-105%)	4234-4681	Ammo Capacity	5
Overclock	3237	Rate of Fire (RPM)	85
Chip Overclock	4904	Effective Range	50.0
Crit Rate	10.00%	Weight	435
Crit Damage	150.00%	Accuracy	A
Weakspot Damage	400.00%	Requirements	63 STR, 176 DEX

Based on the Blaser R93 LRS2, the Calm Hound takes the role of the lightweight sniper for players who want a mix of mobility and still want the reliable one shot potential of snipers in general.

Overview

Calm Hound excels in handling traits, being the lightest sniper rifle in the game *that even rivals some pistols in the regard*, cheap STR requirements, decent range and a surprisingly high cyclic fire rate for a bolt action sniper. This means on top of its excellent handling, Calm Hound is capable of rapid follow up shots compared to its bolt action peers. Its damage potential is also pretty good, high weakspot damage as expected of its class and a particularly high crit rate on a sniper allows for a higher damage potential overall.



Sadly, it suffers in the damage department. Its base damage is not all that great for a bolt action sniper that focuses more on the single shot damage department, and while the faster cyclic fire rate helps alleviate it somewhat, the follow up damage isn't as fast as the other non-bolt action snipers. Even with the crit rate helping it bolster its potential output, relying solely on crits to do damage can be inconsistent.

For those who are hella stingy with STR and want a trash mob killer, Calm Hound presents itself as a strong option. Its handling traits lend much to its appeal and while damage isn't the

greatest, it's far more nimble and reactive overall for a bolt action sniper that allows players to be more aggressive.

Specific Builds

The preset crit build would suffice here.

Verdict - Borderline Strong/Average

Farm Locations

Calm Hound is a DLC 2 weapon found in a treasure box located in Demon Cave Depths. To access that, go into the right teleporter from the checkpoint into a room where you fight both the Makai Type XX and Type XXX bosses. Once you beat them, a door leading you to a square room with 10 treasure boxes will open. The Calm Hound is in this treasure box marked below.



Do note that to even access the teleporter you will need to complete the DLC 2 storyline first.