

ARMSDAY WEAPONS GUIDE

2.1.1 Caliber



“Late shipment again. Strikes, shortages, always some excuse.”

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FROM THE EDITOR

This up-to-date guide is a constant work in progress, and I hope it represents a serious leap forward in terms of its utility for Guardians new and old. I have tried to provide all of the information that typical Guardians are looking for on Armsday, and none of the info that they aren't, and to format all of it into something clear and concise, or at least human-readable.

Please use, share, and reference this guide as much as you like, but keep in mind that it is the labor of a solitary Guardian doing the best he can with limited time and resources. I play a pretty good amount of Destiny, and spend way too much time on Reddit, but I can't know everything and I also can't be right all the time (don't tell my wife I said that). For that reason, this updated version of the Armsday Weapons Guide includes a link to a feedback form (found at the bottom) which you can use to tell me about anything I've mistyped, misstated, misinformed readers about, or just plain missed. Please, use it as much as you like - I promise to read and consider everything you send me!

You can also find me on Reddit, of course: [/u/kyt_kutch](#)

Finally, thanks for reading this and helping to make the Destiny community an ever more awesome place to be!

-[kyt_kutch](#)

ps. Here are some additional resources for you:

- [Bungie's Armsday FAQ](#)
- [Most Recent Armsday Thread on Reddit](#)

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GLOSSARY

Welcome to Destiny, Kinderguardians, Taken Tots, Christmas-come-latelies, and sundry New Year's Newbs. I hope this Glossary of terms will help you in your journey.

- **Aim Assistance (Aim)**
 - This seems to encompass a variety of sub-statistics, including Accuracy and Target Acquisition, and in general is one of the better stats to have maxed out on a weapon. Get as much of all three of those things as you can.
- **Aim Down Sights (ADS)**
 - ADS refers to the state of being zoomed in and looking down your weapons sights while playing the game. You'll see this term used all over the place.
- **Blast Radius**
 - Replacing Impact, Blast Radius is a measure of how large a Rocket's explosion is and at what distance damage drop-off begins. The most important stat for Rocket Launchers, slightly ahead of Velocity.
- **Equip Speed (Equip)**
 - Equip Speed is a subset of Handling, which we don't have insight into. Basically, it handles how quickly you can draw a weapon. Handling covers that, and also ADS speed; many perks which improve equip speed actually do so by improving Handling, meaning you end up with a faster zoom-in time as well.
- **Handling**
 - Handling is a hidden statistic which covers the speed of a variety of animations including drawing a weapon, stowing a weapon, and aiming down your sights. More handling is always a good thing, and a gun's general level of handling can be guessed at based on its Equip stat. I don't have insight into any further specifics on this stat, unfortunately.
- **Hitbox**
 - Hitbox isn't an in-game term, but you'll see it referenced a lot online. Hitboxes are what the game uses to determine whether or not your shots strike or miss an enemy, and they get smaller at greater ranges.
- **Impact**
 - Impact is a measure of how hard your weapon hits, affects the amount of Flinch (camera/reticle shake) inflicted on enemies, and directly affects your damage dealt (though by very different factors on different weapon types). It always trades off with Rate of Fire, and it can sometimes be difficult to determine which statistic to favor. Impact is important on many weapons.
- **Magazine Size (Mag)**
 - The number of shots that a gun can fire before reloading. Note that some guns use up multiple shots with a single trigger pull (pulse rifles, auto rifles). More is always better, but this is rarely the deciding factor in a gun's usefulness.
- **Range**
 - A measure of the distance within which your weapon will inflict its maximum possible damage. At greater ranges, most weapon damage drops off very quickly. More of this is better on most weapons, and it

also seems to be related to Aim Assistance (possibly by extending the distance at which “hitboxes” remain their largest and most forgiving). Range can be important on many guns, and in some case is the deciding statistic to consider. As a final note, it also determines the bolt speed of Fusion Rifles.

- **Rate of Fire (RoF)**
 - The rate at which a weapon fires shots. This always trades off with Impact, and it can sometimes be difficult to determine which of the two you should favor, or what balance to strike. Rate of Fire is very important to keep in mind on all weapons.
- **Recoil Direction (Recoil)**
 - This one is confusing, and I’ve never seen a clear and precise explanation of how it works, but in general lower numbers correspond to more horizontal recoil while higher numbers result in more vertical recoil. You want higher numbers, as lower numbers can make a gun (especially primaries) much harder to use and therefore worse.
- **Reload Speed (Reload)**
 - The speed with which a gun can be reloaded. Faster is better for obvious reasons, but you should usually be taking cover while reloading or otherwise not engaging when low on ammo. Rarely a deciding statistic when comparing weapons.
- **Stability**
 - Stability helps to reduce the effects of recoil, return your sights to wherever they were centered, and narrow your “cone of fire”, an invisible cone extending from the end of your weapon within which your shots travel more or less randomly. This statistic is hugely important on most primary and secondary weapons, as well as Machine Guns. It is one of the key determining factors in many weapons’ worth.
- **Time to Kill (TTK)**
 - Not a weapon statistic, but a term often referencing when discussing the value of primary weapons. It refers to the theoretical speed with which an enemy can be killed. Obviously, faster is better, but it is not the only factor to be considered.
- **Velocity**
 - Replacing Range, Velocity indicates the speed with which your rockets will fly. If you don’t want enemies jumping away, you’ll value this stat just below Blast Radius.

Is there an important term that you’d like an explanation of, or think I missed here?

Or did I fail to explain how something works adequately?

Take advantage of my [FEEDBACK FORM!](#)

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PVP WEAPON TIERS

Tiers	Primary	Special	Heavy
S	Hakke Arminius-D Suros PDX-45		
A	Suros PDX-41 Suros DIS-47 Omolon Cocytus SR4 Omolon Uffern HC4 Hakke Gaheris-D	Omolon Eirene RR4	Suros JLB-47 ↑ Suros JLB-42
B	Suros ARI-41 Hakke Zarinaea-D Omolon Tuonela SR4 Suros DIS-43 Omolon Kumakatok HC4	Omolon Thesan FR4 Hakke Strongbow-D	
C	Everything Else	Everything Else	Everything Else

I've worked pretty hard on getting this right, but continuable feedback is the only way to improve, so hit me with your best shot using my [PVP TIERS FEEDBACK FORM](#).

Notes on Tier S: (S for Super!)

Compare the Arminius-D to the Doctrine of Passing (Adept or not).

Compare the PDX-45 to the Hawksaw.

Notes on Tier A: (A for Alternative!)

Compare the PDX-41 to Nirwen's Mercy.

Compare the Cocytus to the Jade Rabbit.

The DIS-47 has no particular comparison, but is what low RoF Auto Rifles used to be.

The Hand Cannons allow mobility and forgiving gunplay; they [have popular support](#).

Compare the Eirene RR4 to the 1 Thousand Yard Stare.

↑The JLB-47 is S Tier for anyone using Heavy Ammo Chest and boots to get 4 rockets.

Notes on Tier B: (B for Better Than C!)

These weapons are generally easy to use and have reliably good time-to-kill, but don't stack up against A and S Tier Weapons.

Notes on Tier C: (C for Challenge Accepted!)

While other Armsday Weapons do not fit current PVP meta, remember: you do you!

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AUTO RIFLES

Auto Rifles put out a lot of damage in short and mid-range encounters, but require high stability and careful aim the further into mid-range you get.

High RoF

Hakke Arminius-D

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
100	2	13	42	62	72	60	80	50

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	SC Holo	Crowd Control	Counterbalance	Braced Frame
PVP Roll	LB Assault	Crowd Control	Counterbalance	Smallbore
Substitutions	LC Ranged	Hot Swap Partial Refund		Rifled Barrel

PVE Commentary:

The aptly named Crowd Control makes it easy to rip through hordes of low level enemies without stopping or slowing - your bullet efficiency stays pretty high after that first kill and you just keep on running and gunning. When you come to a major, get in close with a full mag and Counterbalance + Braced Frame will help you ring up crit after crit until you run out of rounds, staggering and shutting down any enemy it doesn't kill instantly.

PVP Commentary:

The conventional playstyles here will be either to use this while rushing (emphasizing stability and range to apply a relentless flinch that brooks no return fire), or to use it with a sniper as a panic weapon, relying on the Hot Swap accuracy boost and backpedaling to outshoot a rushing shotgun. The LB Assault scope improves your range, and Smallbore pushes Range even further to near-mid, allowing you to mince enemies from an unfair distance. Counterbalance should be considered a requirement for maximum effectiveness here - accept no substitute.

As an alternative, Partial Refund rewards team-shooting and means you'll almost never need to reload. Crowd Control can also provide some added bullet efficiency in 6v6 game modes.

The Last Word: An S-Tier PVP weapon, all Guardians should consider this a must-buy. With a perfect roll, it's at least as good as (and maybe better than) an Adept DoP.

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Mid RoF

Hakke Zarinaea-D

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
88	8	25	60	65	40	35	60	70

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	SC Holo	Glass Half Full	Crowd Control	High Caliber Rounds
PVP Roll	SC Holo	Rangefinder	Hot Swap	Single Point Sling
Substitutions	LB Assault	Persistence Counterbalance	Army of One	Rifled Barrel

PVE Commentary:

So my focus with this weapon in PVE is to rely on the gun's very solid base stats and stack up a bunch of incremental damage buffs to devastate enemies and make every shot count. You may prefer Rangefinder or Persistence in the first slot for additional range or accuracy, and Army of One in the second slot gives you something like 10% Grenade and Melee energy per unassisted kill - it adds up quickly when you're clearing adds.

PVP Commentary:

The mid-RoF auto rifles don't have the fastest TTK, but they're very consistent. My thinking here is to augment the gun's solid stats with extra range, accuracy, handling, and mobility so that you can win strafing battles and clutch situations. I'm assuming you're combining this with a shotgun or fusion, pressing hard, and switching weapons often to adapt to the situation. If you'll be relying on this gun more heavily or playing 6's, you may get more mileage out of Crowd Control in the second slot as it will improve your TTK in back-to-back encounters. Another good option to maximize range and accuracy is taking a Persistence + Rifled Barrel roll.

The Last Word: The best range in its class and a strong set of perks to choose from. If this gun sees you first, you're toast.

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Suros ARI-41

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
88	8	17	68	54	43	50	72	40

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	SPO-28	Hammer Forged	Unflinching	Lightweight
PVP Roll	SPO-28	Hammer Forged	Unflinching	Smallbore
Substitutions	<i>SRO-37</i>	<i>Perfect Balance</i>	<i>Hidden Hand Take a Knee Hip Fire Persistence</i>	<i>Rifled Barrel</i>

PVE Commentary:

Your options here don't differ much from PVP, except that you have less need to max your range as closing with adds is both less dangerous and often unavoidable. Instead, I would suggest Lightweight to increase your mobility, especially if your class perks focus on toughness and recovery (which I assume they do).

PVP Commentary:

You have so many great options here, especially in the middle perk slot, that its hard to pick a winner. In the end, I think Unflinching will help you most in winning firefights and you should get plenty of accuracy boosts elsewhere. Hidden Hand is probably second, although Take a Knee offers a greater benefit if you just crouch your way around the map. Hipfire is nice in close quarters obviously, and Persistence can help you land the finishing shots in a close battle. Hammer Forged, obviously, is just great on this gun, and probably maxes out your Aim Assist. Perfect Balance should basically remove the recoil from the gun though, so it's not bad either - and if you got Rifled Barrel, you should have plenty of range.

The Last Word: Headshots will not be a problem with the ARI-41, with the best accuracy, range, and stability perks in the industry.

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Low RoF

Suros ARI-45

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
77	28	48	44	52	25	36	54	60

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	SPO-28	Hammer Forged	Unflinching	Lightweight
PVP Roll	SPO-28	Hammer Forged	Unflinching	Single Point Sling
Substitutions	<i>SPO-57</i>	<i>Perfect Balance</i>	<i>Hidden Hand Take a Knee Hip Fire Persistence</i>	<i>Snapshot</i>

PVE Commentary:

Although it shares the same perk table as its faster-firing sibling, the ARI-45 is very much its own animal. It has incredible range but this advantage is offset by an incredibly disappointing magazine; this makes Appended Magazine a good choice to extend the weapons utility. Combined with Unflinching and Lightweight, you should be highly mobile and accurate under fire, but if you are concerned about the stability look for Hand-Laid Stock instead.

PVP Commentary:

There's never a question of which Suros scope you want here. In the middle slot, as with the ARI-41 above, there are a lot of great options to boost your Aim Assist, but I would look for Unflinching first because you want to get Hammer Forged in your first selectable slot, and that's all the accuracy you need. If you do end up with Hidden Hand or another perk in the single slot though, I would recommend Perfect Balance to take the edge off of your Recoil. After further review, there's not enough recoil on this gun to warrant a Stability perk - the enhanced mobility and equip speed from SPS will be much more helpful.

The Last Word: With a slightly slower TTK and less Aim Assist than its faster-firing competitors, this gun is powerful and consistent, but not competitive.

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PULSE RIFLES

They recently dominated the meta thanks to their precision, high damage output, excellent range, and large magazines (in other words, they were all around the best). Recent damage nerfs have brought them in line with other weapons, but they remain a generally strong choice for all game modes.

High RoF

Suros PDX-45

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
73	7	22	75	90	33	71	70	50

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	SPO-28	Hammer Forged	Unflinching	Lightweight
PVP Roll	SPO-28	Hammer Forged	Unflinching	Smallbore
Substitutions	<i>SRO-37</i>	<i>Perfect Balance</i>	<i>Hidden Hand Take a Knee Hip Fire Counterbalance</i>	<i>Single Point Sling Snapshot Rifled Barrel</i>

PVE Commentary:

What can I say? This gun is really good and has all of the same fantastic perks as other Suros primaries. While they seem more PVP oriented in selection, this gun will be accurate and deadly in PVE no matter what perks you get. The selections above give you a mix of enduring inbound fire, extending range a bit and maximizing accuracy, and a nice mobility bump for running past skippable encounters in strikes.

PVP Commentary:

I think everyone knows this gun is a beast by now. The nerfs left it limping, but only in comparison to its former glory - it still lines up headshots almost automatically and with the extended range, maximized accuracy, and nearly perfect stability from the perks above you'll dominate the mid-close range scene while remaining a threat to snipers and rushing shotguns alike.

The Last Word: This Hawksaw-plus remains very strong in the new meta, taking full advantage of the best PVP perk line-up around.

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Mid RoF

Hakke Herja-D

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
66	14	33	72	68	33	45	50	70

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	SC Holo	Headseeker	Counterbalance	Fitted Stock
PVP Roll	SC Holo	Headseeker	Counterbalance	Fitted Stock
Substitutions	LB Assault	Crowd Control Army of One	Zen Moment Rangefinder	Hand-Laid Stock

Perk Commentary:

Just one commentary for this weapon as I do not recommend it for PVP. SC Holo is the best scope option by far. Headseeker is my pick here to help keep your DPS steady in the face of brutal recoil, but Crowd Control is equally good and Army of One works great when clearing adds in PVE. Meanwhile, Counterbalance and Fitted Stock should max out your Stability and make landing consistent criticals much easier.

The Last Word: No longer able to reliably 2 burst max armor Guardians, or anyone at all without masterful thumb-skill over your recoil, this gun is not PVP competitive.

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Suros PDX-41

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
66	14	48	68	62	27	31	55	70

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	SPO-28	Appended Magazine	Unflinching	Lightweight
PVP Roll	SPO-28	Hammer Forged	Unflinching	Rifled Barrel
Substitutions	<i>SRO-37</i>	<i>Perfect Balance</i>	<i>Hidden Hand Take a Knee Hip Fire</i>	<i>Snapshot Single Point Sling</i>

PVE Commentary:

An incredibly well-rounded weapon, Suros gives you so many ways to make this gun good it almost doesn't matter what you roll - its all gravy. Personally, I would pick Unflinching to help shake off heavy add-fire, Appended Magazine to get more kills in between reloads, and Lightweight for the pleasant bump it gives to sprint speed and jump distance.

PVP Commentary:

Maximizing your Range will increase accuracy at a distance and allow you to successfully out-flinch snipers and scouts while landing all headshots with serious reliability.

The Last Word: The PDX-41 maintains a competitive time-to-kill at considerable range and should feel very easy to use. Compare to Nirwen's Mercy.

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Low RoF

Hakke Lyudmila-D

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
59	30	63	54	51	33	25	30	70

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	SC Holo	Headseeker	Counterbalance	Hand-Laid Stock
PVP Roll	SC Holo	Headseeker	Counterbalance	Hand-Laid Stock
Substitutions		<i>Crowd Control Army of One</i>		

Perk Commentary:

With perhaps the most inaccurate flavor text in the game, this supposed marksmans' weapon kicks like a mule - both in terms of recoil and damage. There's not much to say here - Headseeker helps keep your damage where it needs to be with the slower fire rate, but otherwise take your pick from the first perk slot. Counterbalance and Hand-Laid Stock are basically mandatory if you want a chance at consistent headshots. Hakke has kind of a poor perk selection here anyway, so you're not missing much.

The Last Word: Once a marksman's best frenemy, 2-burst kills with this gun are now functionally impossible. Can it still live up to its namesake? You decide! (It can't.)

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SCOUT RIFLES

Scout Rifles encourage keeping your distance and reward skilled shooting with very competitive TTK at range - headshots are a must, though, so look for Range, Stability, and Aim Assist especially.

High RoF

Suros DIS-47

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
52	35	54	50	55	20	74	74	40

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	SPO-28	Hammer Forged	Triple Tap	Hand-Laid Stock
PVP Roll	SPO-28	Hammer Forged	Unflinching	Smallbore
Substitutions	<i>SPO-57</i>	<i>Perfect Balance</i>	<i>Counterbalance</i> <i>Hidden Hand</i> <i>Take a Knee</i> <i>Full Auto</i>	<i>Single Point Sling</i> <i>Snapshot</i> <i>Hand-Laid Stock</i>

PVE Commentary:

This is a solid weapon, doesn't need a lot of explanation. Play it safe, land your headshots, and you'll burn through enemies quickly and efficiently. I prefer maximizing ammo in PVE versus the extra accuracy needed in PVP, but otherwise, this gun doesn't have many bad perks.

PVP Commentary:

The SPO-28 is really the only scope that stands out here. Light, easy-to-use, and improved target acquisition: what more do you want? Hammer Forged - always choose Hammer Forged. If you took a different accuracy boost, Perfect Balance is all right too though. Counterbalance is very helpful on this gun, with its high RoF and sideways recoil. I know a lot of people like Full Auto, but if you're serious about quick kills, you'll just have to rely on finger strength to keep pumping that trigger! If you landed Perfect Balance instead of Hammer Forged, one of the various accuracy boosters is a good second choice. Smallbore extends your range to near-sniper level and pushes your Stability toward max, a huge benefit for a small price.

The Last Word: Although its best TTK is a little slower than some weapons, the DIS-47 keeps kill times close to 1 second, and has better range than more powerful guns.

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Mid RoF

Suros DIS-43

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
37	48	77	48	45	19	39	61	80

	Scope	Perk 1	Perk 2	Perk 3
PVE RoI	SPO-28	Triple Tap	Hammer Forged	Hand-Laid Stock
PVP Roll	SPO-28	Counterbalance	Hammer Forged	Hand-Laid Stock
Substitutions		<i>Luck in the Chamber Full Auto</i>	<i>Perfect Balance Feather Mag</i>	<i>Smallbore</i>

PVE Commentary:

There's not much to say here - take the accuracy boosts, maximize your ammo, and trade off range for stability. Some people like Full Auto, and that's fine, too.

PVP Commentary:

So I see two ways to go here: Take the traditionally strong perks to capitalize on the gun's strengths and shore up its middling stability, and excel at ranged combat, or focus strictly on Time-To-Kill with an experimental build that could save you 1 round when it goes off, dropping the kill speed from 1 second down to .8ish. To maximize the value of LitC, you'll want both Feather Mag and Smallbore to minimize your mag size while maintaining quick reloads. Good luck!

The Last Word: This archetype has a reliable time-to-kill and great range - skilled shots are rewarded, but anyone can do well with this gun.

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RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
37	48	62	69	62	13	74	44	60

	Scope	Perk 1	Perk 2	Perk 3
	Torch HS2	Triple Tap	Hand-Laid Stock	Firefly
Best Roll	Torch HS2	Rescue Mag	Rifled Barrel	Third Eye
Substitutions	<i>Spark IS6</i>	<i>Life Support</i>	<i>Extended Mag</i>	<i>Eye of the Storm</i> <i>Zen Moment</i>

PVE Commentary:

Torch enhances Target Acquisition, making it a clear pick. The Spark is similar and unobtrusive. Triple Tap helps you manage your ammo and combos with Firefly to make this the ultimate in add control. Hand-Laid Stock pushes your stability close to max without sacrificing magazine as Smallbore does, but either is probably good. Danger Close lets you know when you're outnumbered and will benefit you very frequently as there are always 2+ PVE enemies nearby.

PVP Commentary:

Again, Torch is the best choice here. Rescue Mag triggers frequently, even when you have another gun out, giving you lots of free reloads. Players running low recovery builds may prefer Life Support though (or "Red Death Lite" as I like to think of it) .. Finally, Third Eye lets you stay in ADS without risking your neck, making it an ideal choice. Eye of the Storm can act similar to Unflinching, making it easier to stay on target while taking damage, and Zen Moment makes follow up shots easier to handle. It's your call.

The Last Word: A re-rollable Hung Jury, this gun was underrated before the update but is finally getting some attention. Best-in-class stability makes it a reliable choice!

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Low RoF

Omolon Cocytus SR4

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
27	61	74	44	59	13	69	39	60

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	Torch HS2	Triple Tap	Extended Mag	Firefly
PVP RoL	Torch HS2	Rescue Mag	Quickdraw	Third Eye
Substitutions	<i>Spark IS6</i>	<i>Life Support Icarus</i>	<i>Snapshot</i>	<i>Eye of the Storm</i>

PVE Commentary:

This is a pretty easy call: an unobtrusive and accurate scope, lots of extra ammo, and explosions. What more do you want?

PVP Commentary:

The Torch HS2 is a close quarters sight that boosts target acquisition, and definitely my first pick. Rescue Mag can trigger even if you've put the weapon away, and keeps you locked and loaded, but there are other viable options here. Quickdraw provides a great boost to your Equip and ADS speed, while Snapshot is very nearly identical to it. Extended Mag would also be viable in the Crucible, though. Third Eye is a really solid choice, especially since you'll spend a lot of time in ADS, but Eye of the Storm can act similar to Unflinching, making it easier to stay on target while taking damage. It's your call.

The Last Word: The high impact scouts are back in business, giving skilled shooters one of the best times-to-kill in the game right now. Missing headshots will really slow you down, though, so don't!

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HAND CANNONS

Legendary Hand Cannons are back! Headshots are still important though.

High RoF

Omolon Kumakatok HC4

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
32	74	15	60	48	9	71	74	80

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	Sureshot IS	Grenadier	Rifled Barrel	Firefly
PVP Roll	Sureshot IS	Zen Moment	Rifled Barrel	Eye of the Storm
Substitutions	Truesight IS	Third Eye Luck in the Chamber		Rescue Mag Outlaw

PVE Commentary:

Grenadier and Firefly are a fun combo, making it easy to blow up all the things - make sure to use your grenades liberally, because they'll recharge fast. One thing I've found is that the accuracy penalties on successive shots are brutal unless you have a big Range boost helping to keep you on target; hence, Rifled Barrel is basically mandatory, for my money.

PVP Commentary:

This gun has a lot of potential in PVP thanks to its unusually high impact for this RoF archetype - landing 3 headshots will kill even fully armored Guardians, and 2 out of 3 will drop the vast majority. Lining those shots up is key, and my focus is on making this gun as consistent as possible by boosting your Stability, Range, and Accuracy (most of us spend a lot of time at least partially damaged in the Crucible). Omolon doesn't have the strongest PVP perk lineup for our purposes, but they'll get the job done. You have some more conventional options in Third Eye, Quickdraw, Rescue Mag, and Outlaw as well, but my goal is choosing good encounters and winning them quickly.

The Last Word: One of the fastest Legendary times-to-kill available, I wouldn't take it into PVP without Rifled Barrel due to its abysmal range. It's still great, though!

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Mid RoF

Omolon Uffern HC4

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
22	87	24	70	43	7	65	50	90

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	Sureshot IS	Grenadier	Extended Mag	Firefly
PVP Roll	Sureshot IS	Luck in the Chamber	Reinforced Barrel	Eye of the Storm
Substitutions	<i>Truesight IS</i>	<i>Third Eye</i>	<i>Rifled Barrel</i>	<i>Outlaw Rescue Mag</i>

PVE Commentary:

This is in many ways just a harder hitting, longer range version of the Kumakatok, and I still advise focusing on blowing things up in PVE. Making your small magazine count as much as possible is important, and with a base of 7 I would strongly recommend Extended Mag to delay getting caught in the interminable reload animation until you're ready for it.

PVP Commentary:

The Uffern fires more slowly than the Kumakatok, but is much more reliable in 3 shot kills, needing only one headshot out of three to drop a full armor Guardian. Luck in the Chamber does allow a headshot double tap on occasion, in addition to helping reduce the effects of Range drop-off. Third Eye is also really good though. Reinforced or Rifled Barrel should be considered required to mitigate damage drop-off; I pick Reinforced because you can afford to lose Stability much more than reload speed. Finally, Eye of the Storm helps you fight off flinch to win 1v1's and land clutch headshots.

The Last Word: With the potential to have solid range, excellent stability, and a reliable 3-shot kill this is a solid weapon in all game modes. Plus, double-taps!

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Hakke Gaheris-D

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
22	81	23	56	41	7	65	80	90

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	Sureshot IS	Outlaw	Triple Tap	Explosive Rounds
PVP Roll	Sureshot IS	Rangefinder	Crowd Control	Explosive Rounds
Substitutions	<i>Truesight IS</i>	<i>Feeding Frenzy</i>	<i>Hot Swap</i>	<i>Reinforced Barrel</i>

PVE Commentary:

The scope's a no-brainer with its Aim boost. Outlaw is also a no-brainer for PVE, making your reloads so much faster. Triple Tap is easy to abuse in PVE and extends your mag considerably - 3 free rounds just for aiming your shots. Finally, Explosive Rounds is amazing for clearing adds, dealing around 1/3 of your damage in a small area of effect.

PVP Commentary:

There's only one scope to aim for (haha, I'm so funny), so let's keep rolling. I like Rangefinder here because accuracy and damage drop-off are the biggest problems for hand cannons, and it helps both. Crowd Control is helpful in hectic situations where every bullet counts, and works well with my third suggestion. Explosive Rounds punishes groups, combos with Crowd Control, and extends your effective Range. Reinforced Barrel could also work, but you'll need to allow time between shots for your aim to "settle".

The Last Word: If you're looking for a weapon that embodies the concept of Crowd Control, look no further. The Gaheris-D is accurate, deadly, and handles like a dream.

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Low RoF

Hakke Judith-D

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
15	94	41	17	26	7	25	60	90

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	Sureshot IS	Outlaw	Triple Tap	Explosive Rounds
PVP Roll	Sureshot IS	Final Round	Crowd Control	Explosive Rounds
Substitutions		<i>Reactive Reload</i>		

PVE Commentary:

This gun hits like two bricks in PVE, and when you combine Outlaw and Triple Tap the low mag becomes no big deal. Explosive Rounds is just awesome, clearing adds like nobody's business thanks to Judith's massive Impact.

PVP Commentary:

While running this gun in the Crucible is a questionable choice, I'll do my best to help you succeed anyway, because I love me some hand cannons. The scope is important, because you need every ounce of Aim Assist. Final Round and Crowd Control both allow headshot double taps against fully armored Guardians - Reactive Reload can also work, but if you're reloading this gun you probably just want to hide for a minute. Finally Explosive Rounds does double duty, hitting grouped Guardians hard and adding unpredictable flinch to buy you time in case you need a third shot.

Plus, if you ever find two enemies standing still next to each other, you could drop both with three shots. Just saying!

The Last Word: In the right hands, this super-heavy hand cannon could be a terror. In most people's hands, it's just too slow to get the job done. If you want to succeed, hang back and aim carefully.

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FUSION RIFLES

Each Fusion Rifle shot actually consists of 7 bolts, of which you want to land as many as possibly. One other important thing to know is that Range here actually means Velocity - damage drop off on Fusion Rifles is negligible, but they have a noticeable travel time. Finally, Stability affects how much the bolts spread as they travel, and consequently how many land where you were aiming. It's your most important statistic on any fusion rifle, period.

Low RoF

Omolon Thesan FR4

Charge	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
18	94	38	81	68	5	56	60	60

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	Torch HS2	Grenadier	Lightweight	Life Support
PVP Roll	Torch HS2	Hot Swap	Braced Frame	Eye of the Storm
Substitutions		Replenish	Accelerated Coils	Unflinching Life Support

PVE Commentary:

Grenadier for explosions, Lightweight for speed and jumping, Life Support for life!

PVP Commentary:

There is a significant debate regarding the central perk choice in PVP here: Braced Frame or Accelerated Coils. It has been the conventional wisdom for a while that Stability, which keeps your bolts grouped close together, is *the* defining stat for Fusion Rifles, but the Thesan has 81/100 already, much better than most comparable choices. Accelerated Coils speeds up charge time at a small cost of damage/bolt, which actually means you need to land one more bolt to kill with basically any Fusion Rifle *except* the Thesan. [Which is better? Experiment and share your results!](#)

Otherwise, Torch is your scope. Hot Swap bumps accuracy on swap, handy for rounding corners. You could also look for Replenish instead: the lack of Special on Spawn in 3v3 playlists make free ammo valuable. Finally, Eye of the Storm keeps you on target under fire. Unflinching serves a similar function. Finally, Life Support helps you recover from near miss situations and procs reliably.

The Last Word: One of the stronger fusion rifles anywhere, and the only one from Armsday, the Thesan FR4 is worth every glimmer, even with mediocre perks.

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SHOTGUNS

High RoF

Hakke Jingukogo-D

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
23	52	12	56	35	3	51	55	60

	Barrel	Perk 1	Perk 2	Perk 3
Best Roll	Accurized Ballistics	Final Round	Spray and Play	Rifled Barrel
Substitutions	<i>Field Choke</i> <i>Linear Compensator</i>			

Perk Commentary:

There's not much to say about a short range, low-mid impact shotgun with only 3 rounds in the mag. Final Round is an obvious choice, since it will proc *constantly*. Then just bump up your range and use Spray and Play to reload quickly - remember to interrupt the reload animation after the first shell so you can turn this 3 pump chump into a 1 pump hero!

The Last Word: It takes some real effort to make this gun decent, and Final Round with a tiny mag really doesn't make it worth that effort in comparison to other shotguns.

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Hakke Strongbow-D

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil
23	52	10	56	33	5	58	55	60

	Barrel	Perk 1	Perk 2	Perk 3
PVE Roll	Accurized Ballistics	Crowd Control	Full Auto	Rifled Barrel
PVP Roll	Accurized Ballistics	Final Round	Rangefinder	Rifled Barrel
Substitutions	<i>Field Choke</i>		<i>Full Auto</i>	<i>Fitted Stock Perfect Balance</i>

Perk Commentary:

This can be a solid all-around shotgun with a good roll - I've gotten great use out of mine in a variety of game modes. First, you want a barrel that boosts both range and impact, the key stats for making a shotgun good - I like Accurized Balls, but take your pick. Second, I would recommend a damage boost, to mitigate near-miss situations. Final Round works very well, but Crowd Control is also an option. Then, combine Rangefinder and Rifled Barrel to max out your range and minimize damage drop-off. Full Auto is another good option, especially if you want to be able to drop a Sunbreaker, Sunsinger, or Bladedancer.

The Last Word: If you don't have a great shotgun from elsewhere, or if you're looking for something to wreck Majors in PVE, buy this gun. Otherwise, it doesn't stand out.

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SNIPER RIFLES

I'd like to thank Pwadigy for his [excellent sniper guide](#) - this is an area where I have less experience, so I have leaned heavily on his guide for advice on perks to recommend. Your basic strategy with these weapons, as I understand it, is to jump as high as you can and spin in a circle, firing wildly in the hope of landing something called a "360 No Scope". I used to be able to do this in the old Tony Hawk Pro Skater games, but I have trouble with it in Destiny for some reason.

Very High RoF

Omolon Uzume RR4

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil	Inv
40	13	72	58	75	5	66	31	80	60

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	Yepaki SS2	Firefly	High Caliber Rounds	Clown Cartridge
PVP Roll	Faucon SS1	Performance Bonus	Quickdraw	Unflinching
Substitutions		<i>Outlaw Grenadier</i>	<i>Snapshot</i>	<i>Eye of the Storm</i>

PVE Commentary:

Clearing adds with Firefly, staggering majors with HCR, and getting free ammo from CC make this a pretty decent PVE sniper. Nothing to write home about, though as it lacks the power of higher impact options. Your main advantages here - faster RoF and more ammo - don't mean a lot when your enemies are AI and Special is plentiful.

PVP Commentary:

There's only one low zoom scope to choose. Performance Bonus is much more valuable now, as Special Ammo becomes more rare. Quickdraw increases both Equip speed and ADS speed considerably, and Unflinching does, in fact, help. Snapshot and Eye of the Storm can substitute for those pretty well, though.

The Last Word: This gun doesn't have a strong place in the meta right now, where high impact snipers are dominant in all game modes.

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Mid RoF

Hakke Aoife Rua-D

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil	Inv
26	22	78	34	68	4	50	60	50	30

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	ATD Raptor	Surplus	Zen Moment	Appended Magazine
PVP Roll	ATA Scout	Take a Knee	Zen Moment	Quickdraw
Substitutions	<i>ATB Long Range</i>	<i>Unflinching Counterbalance</i>	<i>Guerilla Fighter</i>	<i>Snapshot</i>

PVE Commentary:

Surplus is the key factor here, and the main reason to want this gun - it's raining ammo! Zen Moment helps keep follow up shots on target, and Append Mag takes advantage of Surplus. The scope is really your call, do what you want!

PVP Commentary:

The Scout is the low zoom scope, so you want that one! Take A Knee gives you a huge Accuracy bump as a big thank you for crouching, something you should probably do anyway! Unflinching helps when counter-sniping, and Counterbalance would really mitigate your low Stability and lousy Recoil direction. Zen Moment fills in, though not well. You might as well take the extra Gorilla damage perk if you see that instead. Finally, Quickdraw makes your Handling amazing, and Snapshot is nearly as good.

The Last Word: Despite some awesome PVP perks, this is a PVE sniper due to its archetype (too slow for 2-shots and no rez-snipe). Too bad, really.

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RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil	Inv
26	22	78	36	66	4	59	65	70	10

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	ATD Raptor	Surplus	Zen Moment	Appended Magazine
PVP Roll	ATA Scout	Take a Knee	Zen Moment	Quickdraw
Substitutions	<i>ATB Long Range</i>	<i>Unflinching Counterbalance</i>	<i>Guerilla Fighter</i>	<i>Snapshot</i>

PVE Commentary:

Copypaste from above: Surplus is the key factor here, and the main reason to want this gun - it's raining ammo! Zen Moment helps keep follow up shots on target, and Append Mag takes advantage of Surplus. The scope is really your call, do what you want!

PVP Commentary:

Copypaste from above: The Scout is the low zoom scope, so you want that one! Take A Knee gives you a huge Accuracy bump as a big thank you for crouching, something you should probably do anyway! Unflinching helps when counter-sniping, and Counterbalance would really mitigate your low Stability and lousy Recoil direction. Zen Moment fills in, though not well. You might as well take the extra Gorilla damage perk if you see that instead. Finally, Quickdraw makes your Handling amazing, and Snapshot is nearly as good.

The Last Word: Probably worse than its sibling despite the better Aim and Recoil due to its even lower Inventory Size. Sniper rounds are valuable!

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Very Low RoF

Omolon Eirene RR4

RoF	Impact	Range	Stability	Reload	Mag	Equip	Aim	Recoil	Inv
19	34	76	44	57	4	51	21	80	10

	Scope	Perk 1	Perk 2	Perk 3
PVE Roll	Yepaki SS2	Triple Tap	Casket Mag	Zen Moment
PVP Roll	Faucon SS1	Firefly	Quickdraw	Unflinching
Substitutions	Yepaki SS2	<i>Luck in the Chamber Triple Tap</i>	<i>Snapshot Casket Mag</i>	<i>Eye of the Storm Clown Cartridge</i>

PVE Commentary:

This is a great sniper for DPS against bosses if you don't want to use your exotic slot on the Spindle. The Yepaki boosts handling, which is nice. Triple Tap and Casket Mag give you 7 precision shots before reload, which is a ton of damage, and Zen Moment keeps you on target. If you don't mind the recoil, replace Zen with Clown Cartridge for a *really* ridiculous number of rounds in your mag.

PVP Commentary:

Eirene can make a pretty decent revive sniper, especially thanks to its unique Impact class - even higher than 1kYS, you can drop any non-super Guardians, including Ramlocks. Faucon is your low zoom scope, Firefly punishes reviving Guardians nicely and sets up a body shot on the offending foe. Quickdraw, per the name, helps you draw and ADS quickly. Unflinching is great for sniping under fire, but Eye of the Storm can sub in, too.

The Last Word: More Impact than PVP players need, and less Stability and Accuracy than anyone deserves, but if you need a purpose-built sniper, this is it.

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ROCKET LAUNCHERS

Suros JLB-42

RoF	Blast	Velocity	Stability	Reload	Mag	Equip	Aim	Recoil	Inv
4	82	61	42	45	2	59	36	80	20

	Scope	Perk 1	Perk 2	Perk 3
Best Roll	Warhead Verniers	Heavy Payload	Grenades & Horseshoes	Javelin
Substitutions	<i>Hard Launch</i>	<i>Single Point Sling</i>	<i>Tracking</i>	<i>Quickdraw</i>

Perk Commentary:

In terms of maximizing the key factors that make a Rocket Launcher good, there are some clear perk choices here. Prox Rox (G&H) is 75% of the time your best choice, especially in PVP. However, Tracking is really handy for hitting big bads who like to pace back and forth, so consider that if you want a PVE launcher.

The Last Word: What to say - this is a solid rocket launcher for any game mode, but still slightly inferior to its sibling below in every way that counts.

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Suros JLB-47

RoF	Blast	Velocity	Stability	Reload	Mag	Equip	Aim	Recoil	Inv
4	82	68	34	51	2	50	45	60	20

	Scope	Perk 1	Perk 2	Perk 3
Best Roll	Warhead Verniers	Heavy Payload	Grenades & Horseshoes	Javelin
Substitutions	<i>Hard Launch</i>	<i>Single Point Sling</i>	<i>Tracking</i>	<i>Quickdraw</i>

Perk Commentary:

As with the JLB-42 above, there are some very simple and clear choices to make here to maximize your Blast Radius and Velocity, the most important factors in getting kills with rockets. Some players may choose other perks to suit their play styles and skills, but for most of us, the Best Roll is what you want.

The Last Word: This launcher has fantastic stats overall, though inventory size stinks on most of the new RL's. If you only buy one Armsday Rocket Launcher, make it this one.

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Thanks for reading!

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EDIT LOG

- 01/05/2016 - Completed original document.
- 01/06/2016 - Update to perk suggestions for PDX-45. Credit to [/u/Broquacity](#).
- 01/06/2016 - Corrected Shotguns to list Barrels instead of Scopes. Credit to [/u/beetstreet-la](#).
- 01/06/2016 - Corrected Perk layout on PDX-45, JLB-42, and JLB-47. Credit to [/u/squareatom](#).
- 01/12/2016 - Updated Suros Primary Weapons to reflect more Stability and Accuracy perk options. Credit to many Redditors.
- 02/19/2016 - Separate PVE / PVP Recommendations where appropriate / necessary. Credit to [/u/Chris2cay](#)
- 2/19/2016 - Highlight weapons currently competitive in PVP. Credit to Me!
- 02/24/2016 - Updated Caliber to 2.1.1.

Changes Under Consideration

- Add in TTK data for all weapons [/u/eggydoo](#)
- Verify perk order displayed here matches in-game perk order [/u/M37h3w3](#)
- Consider including more information about perks in general, possibly including statistical information. (several redditors)

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