

Testing Information

Recording Info: Played on PC, 144hz, ~100FPS, Casual Difficulty, Used Melee Attack > Took Screenshot > Measured Pixels in Photoshop and compared.

Location: 4-4, Crystal Viper boss fight. (EMP to Stun, then I attacked)

Note: Sometimes there were "red-ish" pixels, making it hard to know if to count them or not. But I decided to keep it simple and exclude those from the final count.

Damage Rankings

You can release the Charge on Shotgun and Laser Cannon at multiple varying moments, but that is way to excessive to even try to test. Same goes for Assault Rifle with all stopping points of the punches.

Even if the Damage is different, just because the damage is low doesn't mean it cannot be useful! You don't always have time to setup a fully charged Shotgun attack. Also the startup speed all vary, so that's also something to take into account.

Melee Attack	Damage	Damage Rate	When Useful
Shotgun & Laser Cannon (Fully Charged)	207	1.80	Idle / Spawning Enemies
Assault Rifle (All Punches)	191	1.66	Idle / Spawning Enemies
Boost Kick [Baseline]	115	1.00	Strongest Instant Attack
Sniper	91	0.76	-
Rocket Launcher & Boost Machine Gun	81	0.70	-
Lock-on Laser & LFE Gun	69	0.60	-
Shotgun & Laser Cannon (Uncharged)	57	0.49	-
Assault Rifle (1 Press / 2 Punches)	45	0.39	-
Disk Launcher	22	0.19	-
Heavy Machine Gun & Anti-Armor Pistol	15	0.13	Launching Enemies / AR Mode

Bonus: You can still use AR Mode in the air (Overheat only starts when landing!)

Note: Disc Launcher duration on bosses is much shorter (thus way less damaging) than on normal enemies. So it might still be good, just not on bosses!

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