

Armory - **Armor**

In comparison to weapons, armor is considerably simpler, though it's no less important to your success! You have four types of armor in Destiny: helm, gauntlets, chest armor, and leg armor. You also have one cosmetic Class Armor slot.

Armor is Class-specific, and you almost always find armor for your Class in the wild. It is rare but possible to find an armor item for another Class. Don't worry: you can store it in your Vault and access it on that Class when you want to use it!

Armor has three basic effects. First, it provides your basic level of Defense, protecting you in PvE and PvP where Level Advantages are enabled. Armor also boosts your three Armor stats: Discipline, Intellect, and Strength. And finally, armor provides you with access to armor-only mods.

Armor mods can provide boosts to your melee, grenade, and super abilities, as well as a reload speed increase to one weapon type, inventory ammo bonuses, and add effects when you pick up an Orb of Light.

Once you reach Level 20, armor can boost your Light level, which is the only way to achieve an effective level higher than 20. Experience earned at 20 gains you Motes of Light whenever you would have normally gained a level instead. Raising your Light level is necessary for accessing activities that have level requirements beyond 20. Once you first hit Level 20, expect to spend some time hunting down Legendary gear to raise your Light level.



Armor Stats

Armor Stat Caps

The total stat bonus on your armor for any given stat is translated into a percentage bonus. This percentage bonus caps at 100%, though it is possible to go beyond 100% in total across the three stats (for example, a 50% bonus from Discipline, Intellect, and Strength, or a 100% bonus from one stat and 50% from another).

Exactly how high can you get? That depends entirely on the quality and level of your armor. While player levels cap at 20, there is more powerful gear to be found out there, and a full set of Legendary armor with an Exotic armor piece can get you quite a stat bump.

Armor stats are a simple numeric bonus, such as “+5 to Discipline” or “+30 to Discipline and Strength” on higher-level armor. However, what the number actually does for you depends on your level. At Level 5, 20 points of Strength can give you a bigger boost than at Level 10 or Level 15.

All stats are translated to a percentage boost to one of your recharge timers: grenades, melee, or super. To see this bonus in the game, move your cursor over the stat on your Inventory screen. The takeaway here is pretty simple: to keep your bonuses strong (and growing), you must upgrade your gear as you level.

Armor can boost a single stat, or it may boost two. This gives you the option to focus your armor toward maximizing one recharge timer or splitting it between a few. Choose whichever option best suits your build and your personal preference.

Armor Stat Bonuses

Stat boosts on armor are clamped within a range for any given level of armor (very similar to the way weapon archetypes have stat ranges that define their minimum and maximum values). This means that you might find a piece of armor that can have a value between 5 and 8 at lower levels, or 40 and 50 at high levels.

The ranges are generally fairly small, so any piece of level-appropriate armor will boost your abilities to a point suitable for activities of that level. However, if you really want to maximize your power, you can most certainly hunt for “perfect” armor.

Discipline

Reduces grenade cooldown time.

A high Discipline value is helpful if you use grenades frequently, especially if your Class build is focused on grenade usage. Grenades are extremely useful in both PvE and PvP, making Discipline a safe choice if you aren’t sure where to focus.

Intellect

Reduces super cooldown time.

Your super is a very powerful tool in more difficult PvE missions, and always in PvP. Whether you choose to boost your super recharge rate over your grenades or melee depends largely on how your Class spec is configured. Some supers, like a Void Titan’s Ward of Dawn or a Warlock’s Radiance, can be incredibly powerful support tools. Other supers, like a Hunter’s Golden Gun or Arc Blade, can inflict lethal burst damage in PvP.

Strength

Reduces melee cooldown time.

For the brawlers among you, a high Strength score can give you access to extremely fast full-power melee strikes. This is very powerful in PvP for close-range combat. However, it is riskier in difficult PvE missions, as point-blank range is one of the least safe places to be.

Note that a Bladedancer Hunter has a mod that cuts her melee recharge time down to almost nothing. In that specific case, your points are generally better invested elsewhere for greater returns.

Hunter Armor Progression

Your progression in Destiny is more than just numbers in the background, of course: you also get to flaunt your style.



Titan Armor Progression

Your progression in Destiny is more than just numbers in the background, of course: you also get to flaunt your style.



Warlock Armor Progression

Your progression in Destiny is more than just numbers in the background, of course: you also get to flaunt your style.



Armory - Armor Mods

Chest armor and **leg armor** have boosted inventory ammo capacity, while **helmets** typically have grenade-boosting modifiers. Gauntlets always have a faster reload mod on them.

Less commonly, you may find mods that improve super charge times or interact with the Orbs of Light that friendly Guardians generate.

Unique Armor Mod Effects Do Not Stack

Just a warning: you can only have one of each different mod type, so if you find a reduced melee recovery piece, a second won't reduce your recovery time further. The same goes for a grenade throwing distance boost or a health from orbs bonus.

The two exceptions to this rule are ammo inventory bonuses and (potentially) reload speed. Reload speed can theoretically stack, but at the moment, you can only find it on one armor slot. Perhaps an Exotic piece down the line will remedy this!

Defense Boosts

All armor also gets access to upgrades that increase the basic Defense stat of the armor piece, similar to the Attack upgrades on weapons.

Grenades

INCREASED GRENADE THROW DISTANCE

A very useful mod in both PvE and PvP, this gives your grenades some extra velocity on the throw, which can significantly increase the distance you can throw them. Remember that grenades inherit your existing momentum, so sprinting and jumping can impart extra range if you're really going for a long bomb.

One quirk: if you do decide to use this mod, you may experience some discomfort switching between armor sets with or without it. Your grenades suddenly being thrown a different distance can completely ruin your aim until you adjust. In general, if you make heavy use of grenades and stack Discipline, this upgrade is just as important as the melee speed armor mod for melee lovers.

BONUS MELEE ENERGY ON GRENADE HIT

For grenade and melee lovers, this mod gives you 3% melee energy back every time you hit an enemy with a grenade. Note that this has an internal cooldown of six seconds, so you can't drop a lingering grenade on a pack of adversaries and instantly fill your melee bar!

This mod is generally a bit more useful in PvE than PvP simply because of enemy density. In most cases, throwing range is more relevant in PvP (though not universally true, like on smaller maps).

Melee

REDUCED MELEE RECOVERY TIME

A vital mod for melee lovers, this mod reduces the time it takes to recover from melee swings by 25%. This makes a huge difference in PvP, and it can also be helpful in PvE if you get swarmed at close range. Note that the recovery

time only affects your ability to perform another melee attack; it does not help with getting your gun ready faster after a melee swing.

BONUS GRENADE ENERGY ON MELEE HIT

A flat bonus of 6% grenade energy for a melee hit, this is a nice upgrade for a Discipline/Strength split build or a pure Discipline build where you simply want the absolute fastest possible grenade recharge.

Orbs of Light

Orb armor mods grant you bonuses when you pick up a friendly Orb of Light. This applies to any Orb of Light anywhere in the game, be it PvE, PvP, in a public space with a random player, or in a private Strike area with your Fireteam.

Orb mods are most useful if one or more players in your Fireteam are running Intellect builds. An organized group that coordinates super usage can benefit greatly from using these mods in difficult missions. These mods are generally a bit less useful if you solo often or don't play with heavily coordinated groups. In those situations, you may find that you get more benefit from other armor upgrades.

HEALTH REGEN ON PICKUP

This mod gives you a small 10 health boost immediately and allows health regen to continue for 1.5 seconds even if you are taking damage. This is a very powerful mod with a coordinated team—you can turn idle orbs on the battlefield into emergency health restore pickups.

BONUS GRENADE ENERGY ON PICKUP

A flat 6% grenade energy boost for each orb you pick up. To get the most benefit from this mod, lob a grenade just before you dive into a pool of orbs.

BONUS MELEE ENERGY ON PICKUP

Identical to the grenade mod, this is a flat 6% melee energy boost for each orb you pick up. If you are purely melee-focused, you can add this to the grenade and melee mods to have the absolutely maximum possible number of melee boosts on your armor. Otherwise, consider using one of the other two orb mods, as they are typically more useful in a wider range of situations.

Super

GAIN SUPER ENERGY WHEN KILLING AI COMBATANTS

This boost gives you 5% more super energy on top of what you would normally get for killing any enemy during a mission. Note that this mod does not apply to opponents in PvP.

Keep a piece of this gear around for PvE, but swap it to the second grenade-specific super armor mod for PvP, or a different armor mod entirely.

GAIN SUPER ENERGY FOR KILLING ANY ENEMY WITH GRENADES

This mod gives 7% more super energy on top of the base bonus for killing any enemy with a grenade. If your build is grenade-focused, or (even better) if you've split between Discipline and Intellect, this is a perfect mod to add to your suite.

Weapon

FASTER RELOAD SPEED

+10 Reload.

Specific to gauntlets, this mod boosts your Reload stat with one class of weapon (typically a primary weapon on most armor). It is possible to find gauntlets that boost specific special or heavy weapons, or even ones that boost Reload for an entire weapon class rather than a specific weapon.

When configuring an entire armor and weapon loadout, keep an eye on the reload mods available for your weapons. You may or may not need the added bonus from your gauntlets, or you can shift it to a different weapon class.

BONUS INVENTORY AMMO

Found on chest armor and leg armor, these mods grant you more backpack ammunition, ideal for lengthy and difficult missions. Similar to reload armor mods, these bonuses come in a variety of forms. You can find bonus ammo for a specific weapon, or you can more rarely find mods that boost the ammo capacity for an entire weapon class.

The amount gained varies depending on the type of weapon. For example, you get more of a bonus to a primary weapon than a rocket launcher.

Class Armor

There is one final piece of Class-specific armor: Class Armor is purely cosmetic, with one exception. Acquiring a piece of Class Armor from a specific Faction in the game allows you to represent that Faction on the battlefield. This gives you a means of earning New Monarchy, Dead Orbit, or Future War Cult reputation while you complete activities.

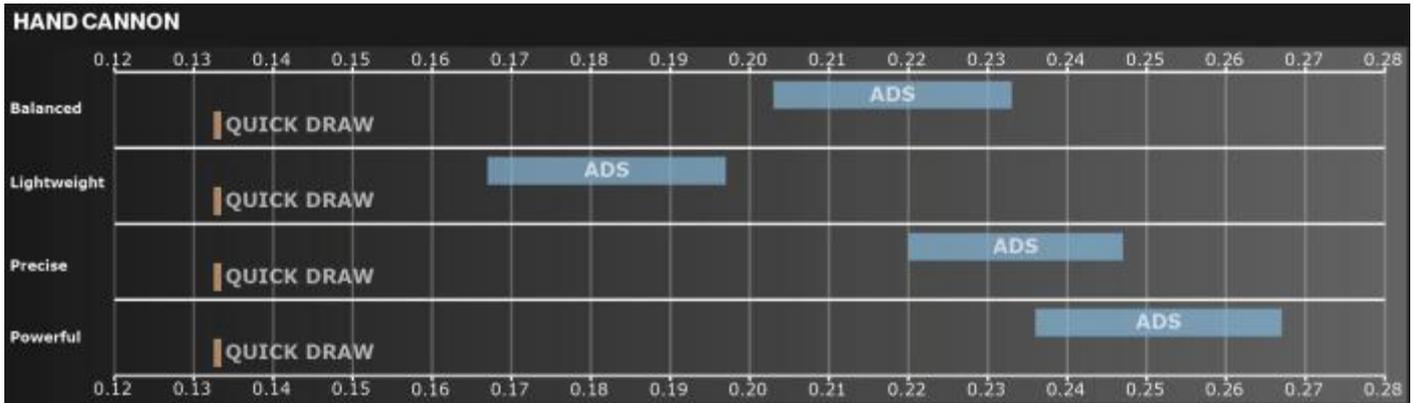
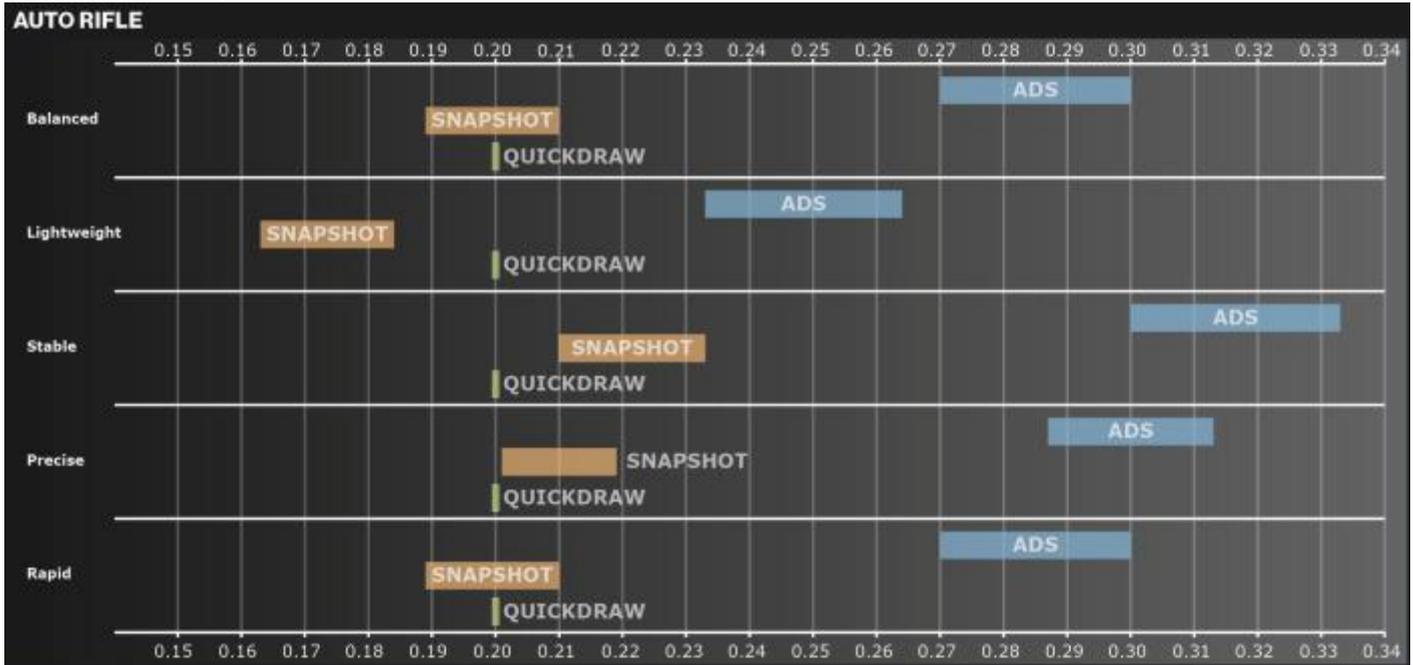
Keep in mind that PvE activities normally earn you Vanguard reputation, but equipping yourself with one specific Faction's Class Armor changes your rep gain to that Faction instead.

Armory - Handling Charts

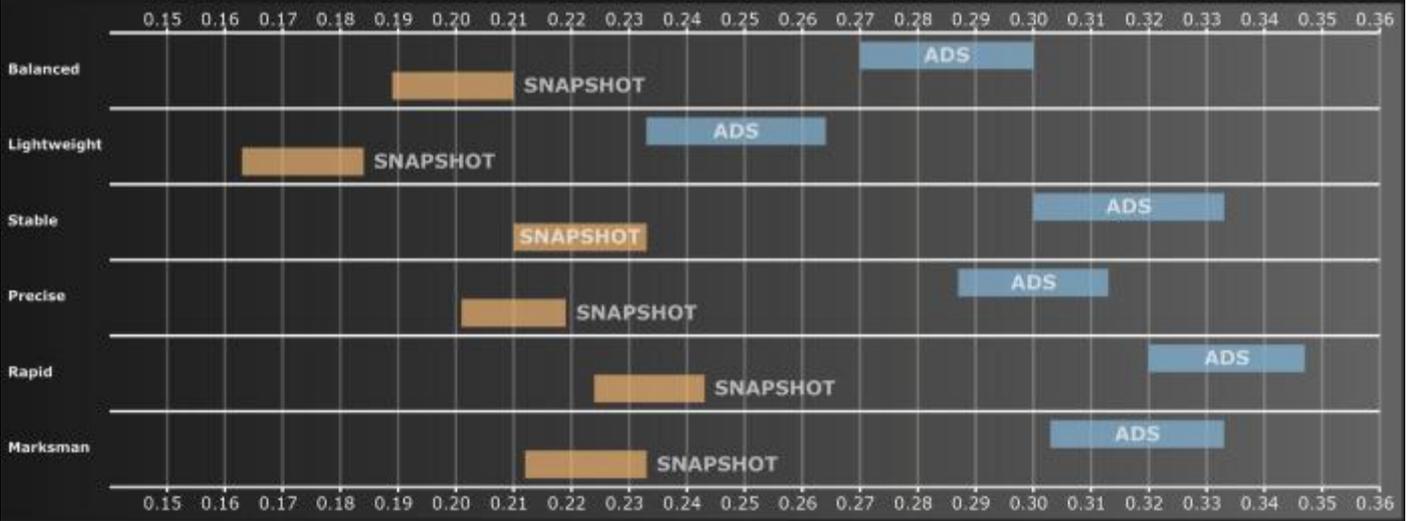
A collection of three different values, the Handling stat includes the time it takes to ADS a weapon, the time it takes to drop it to put it Away when switching away from it, and the time it takes to Ready the weapon when you switch to it or recover from a sprint or melee attack.

ADS Time

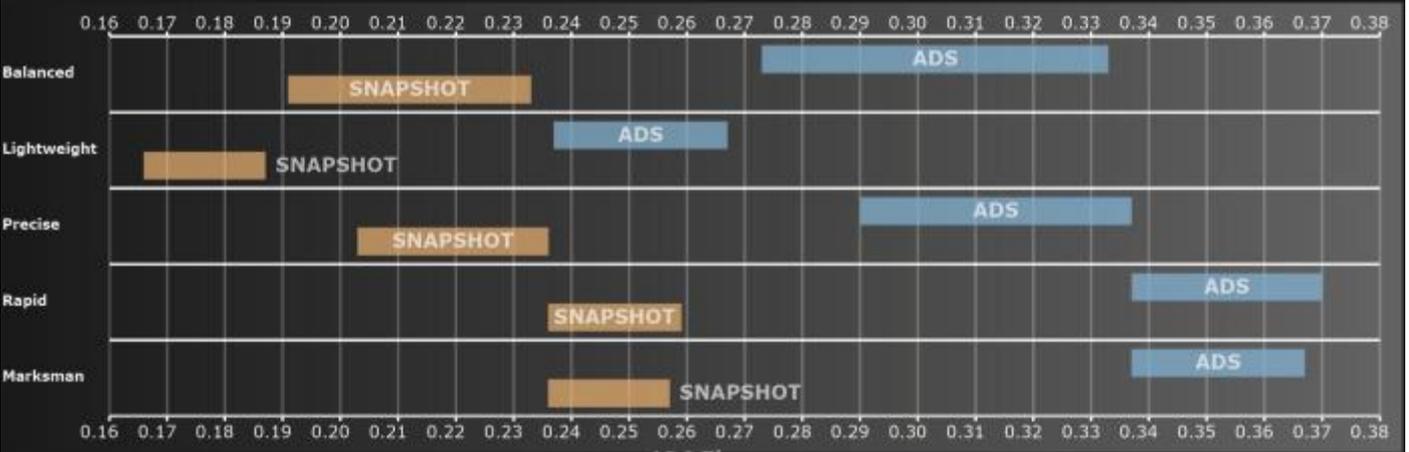
Primary Weapons



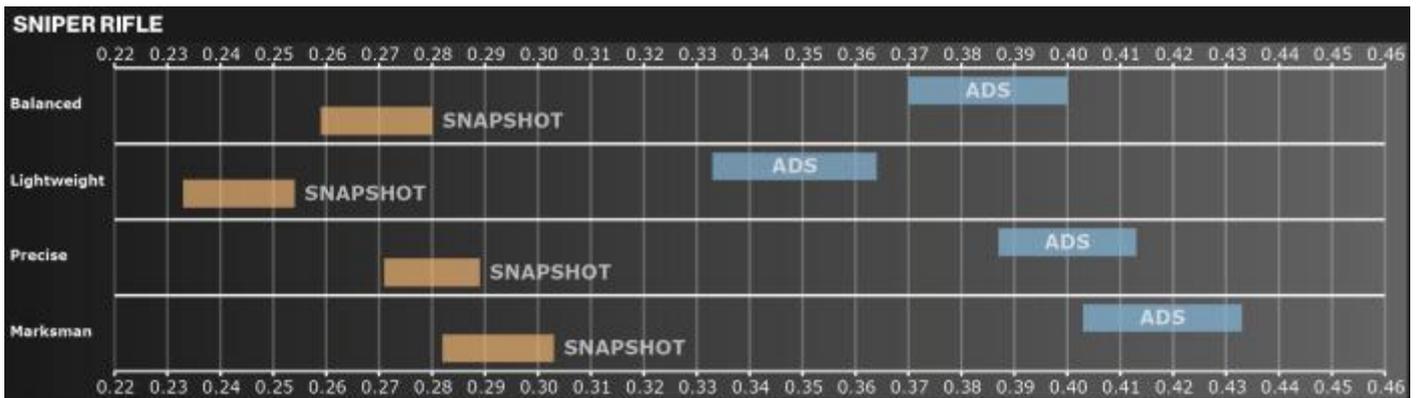
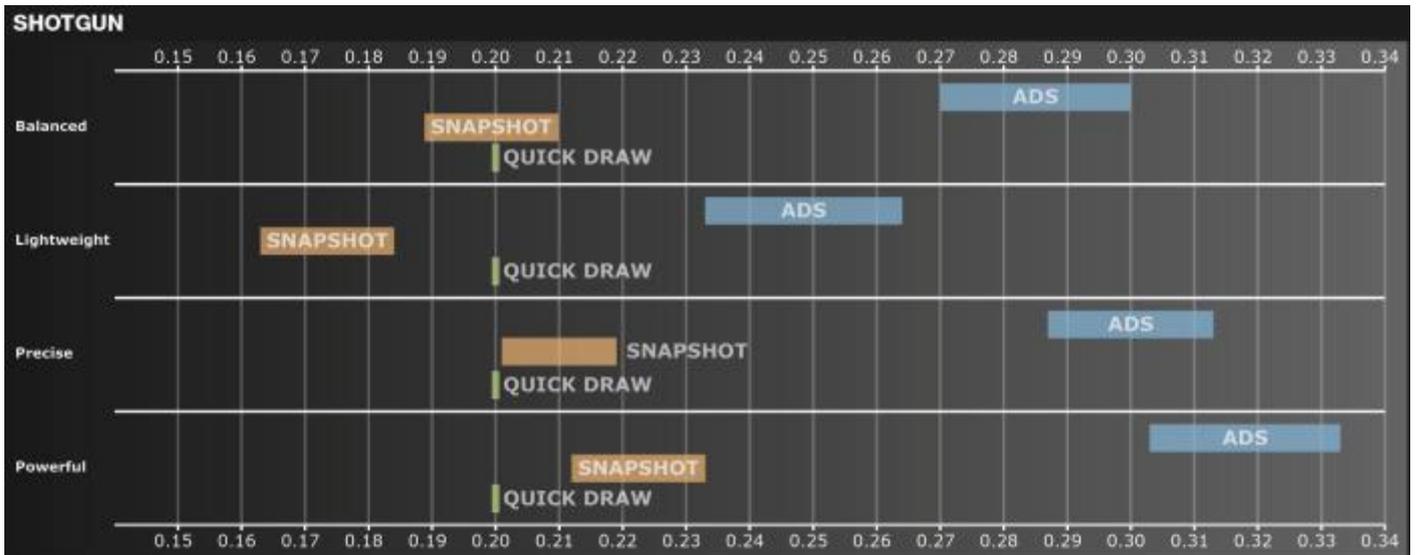
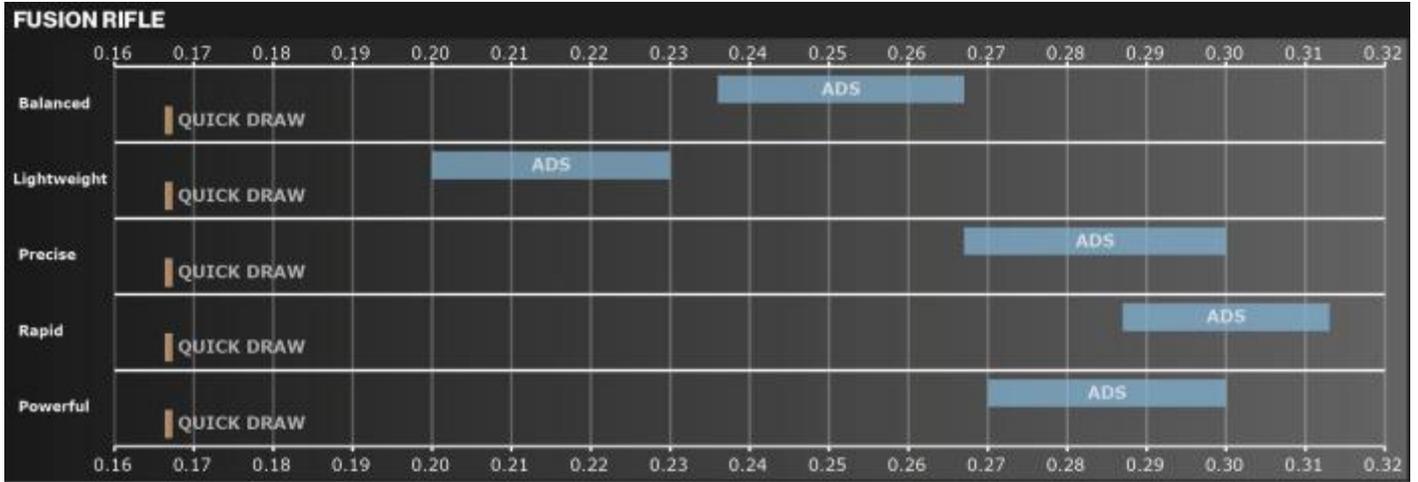
PULSE RIFLE



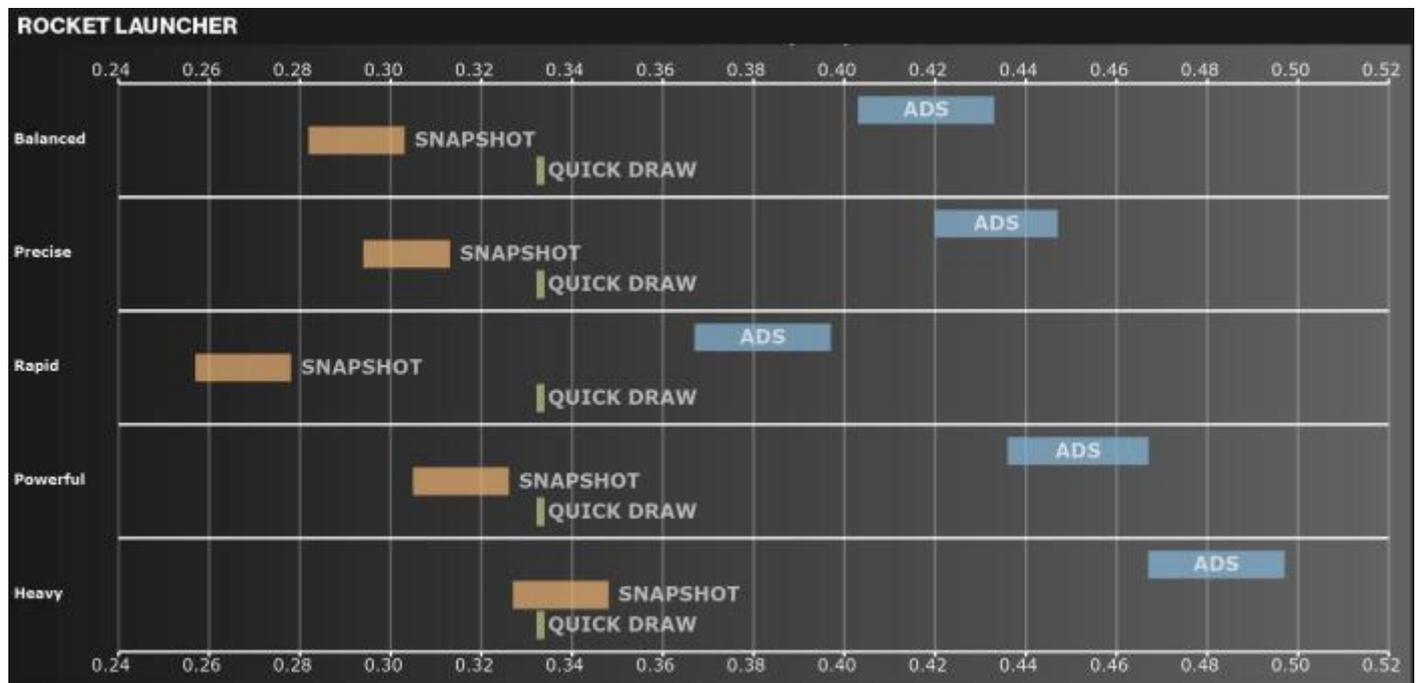
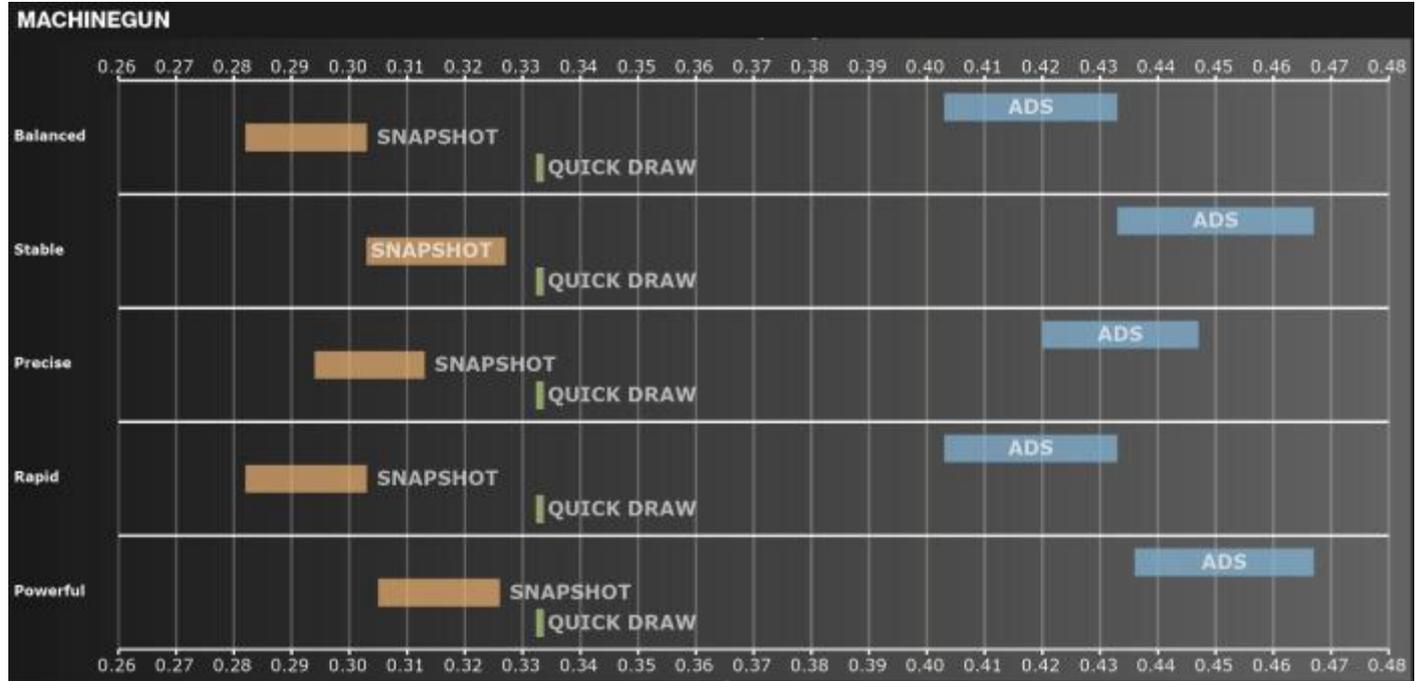
SCOUT RIFLE



Secondary Weapons

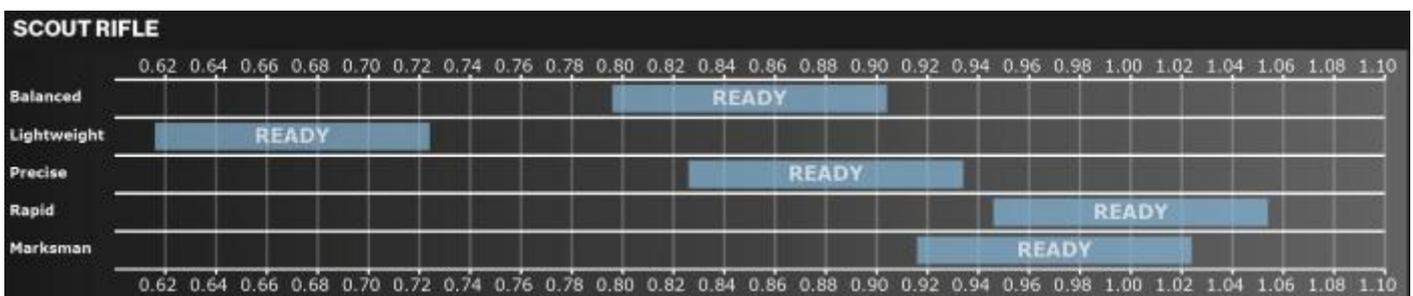
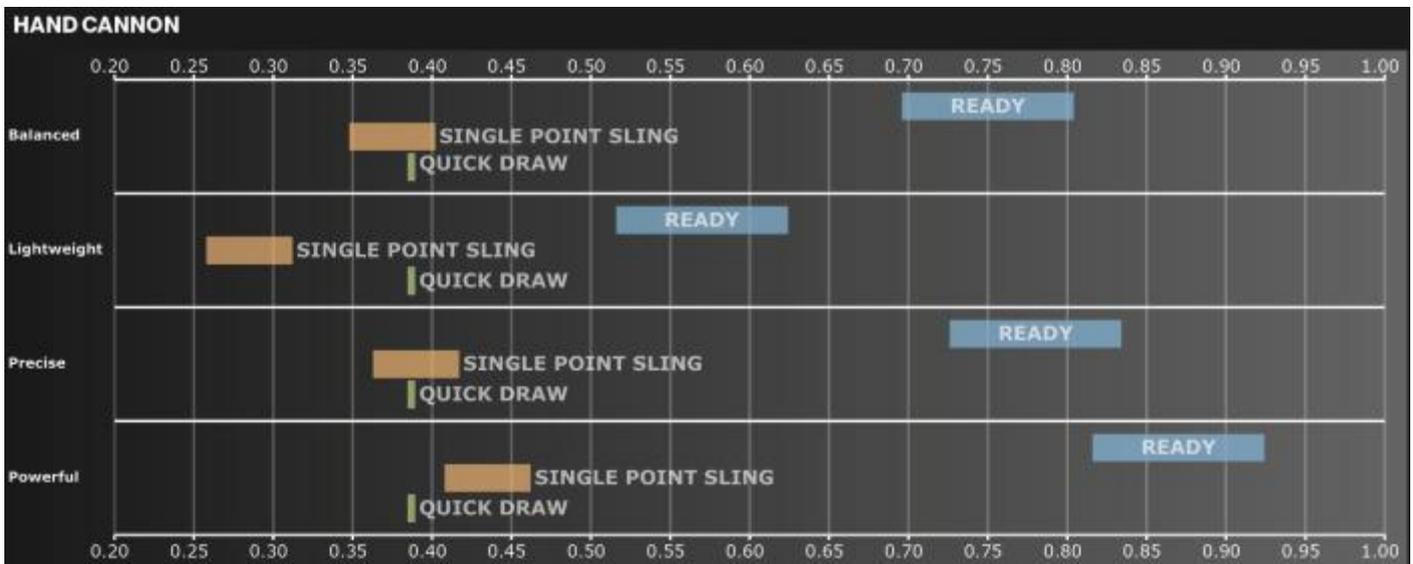
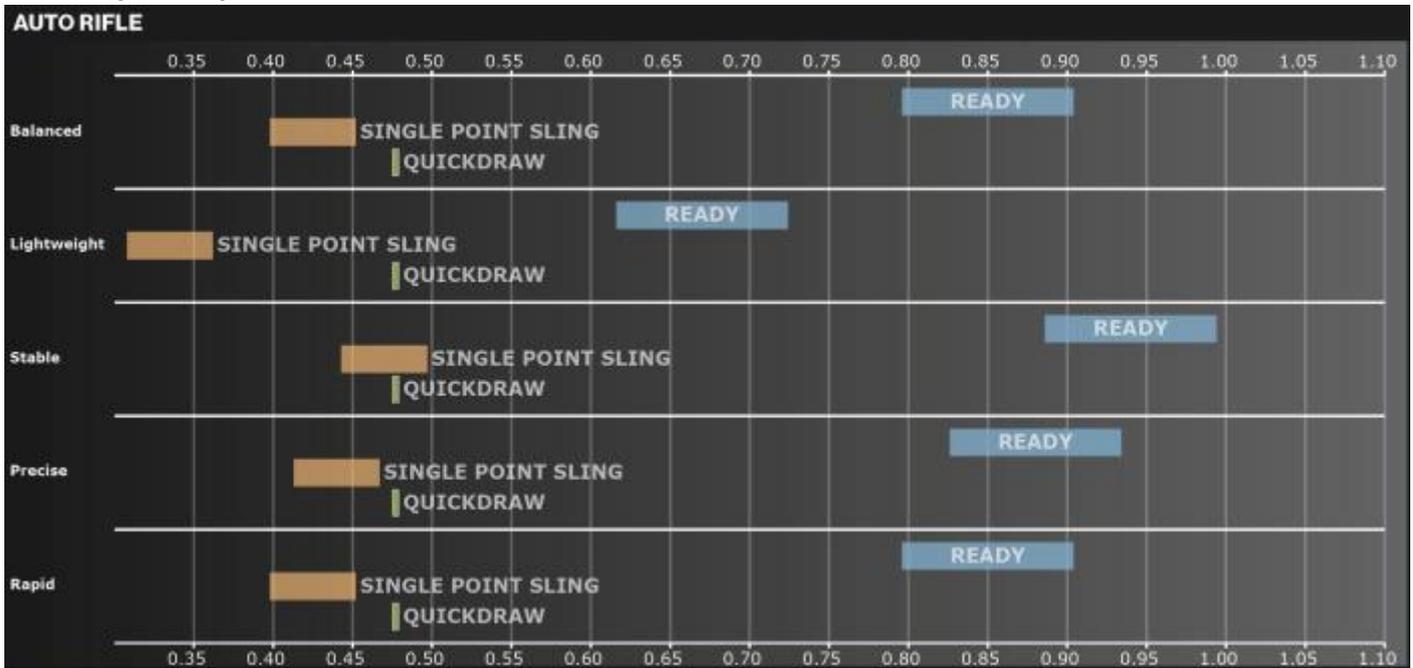


Heavy Weapons

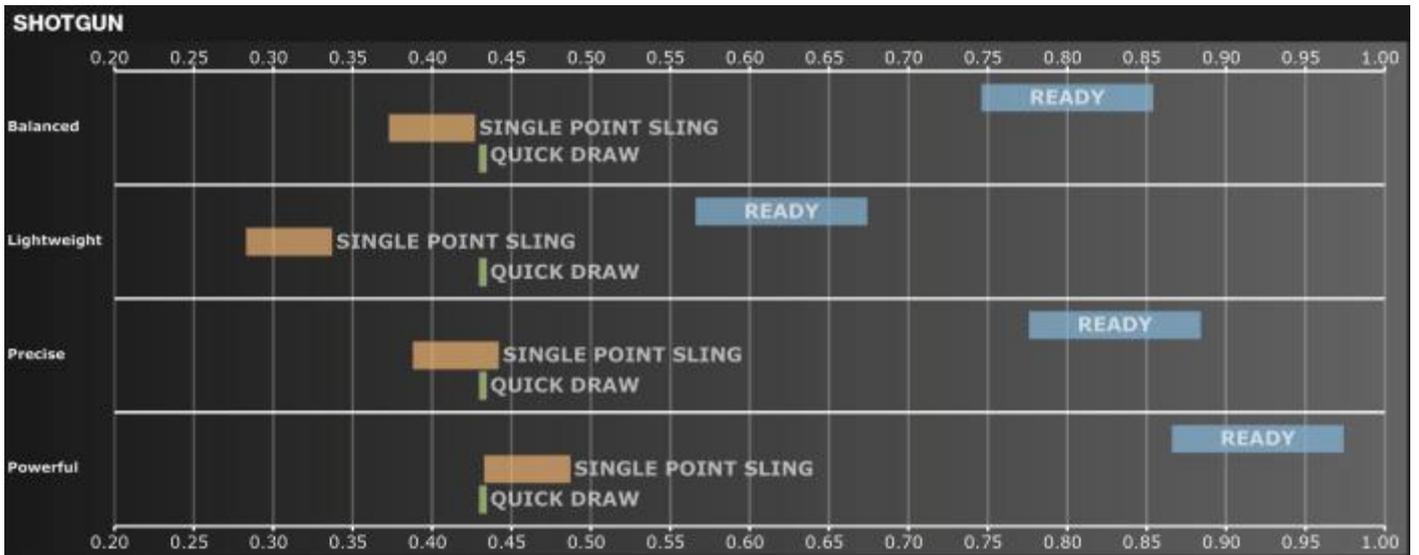
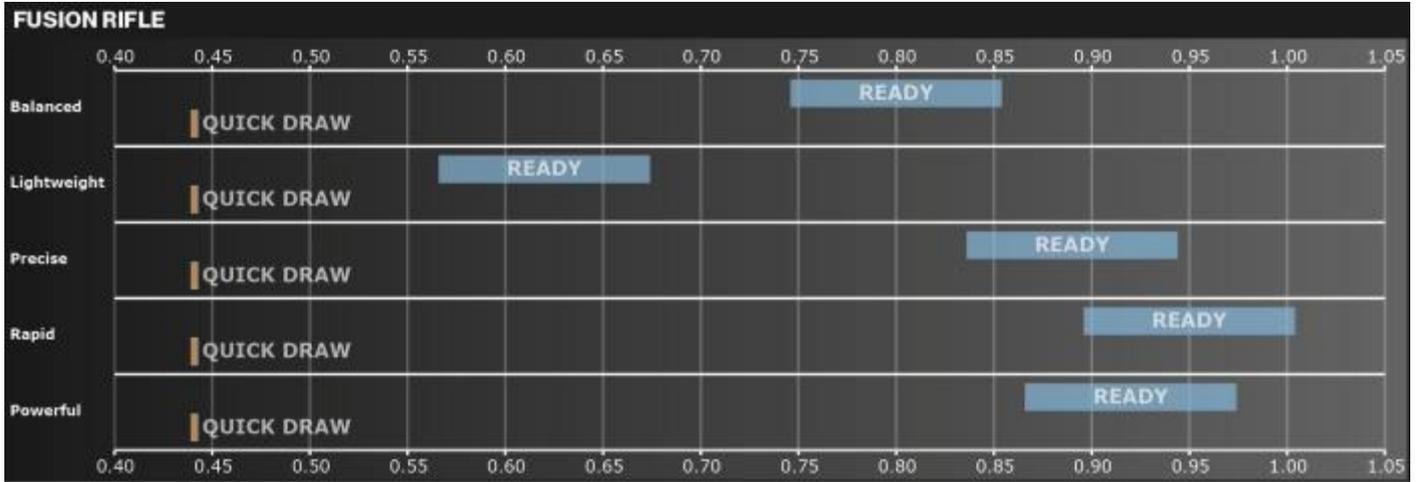


Ready Time

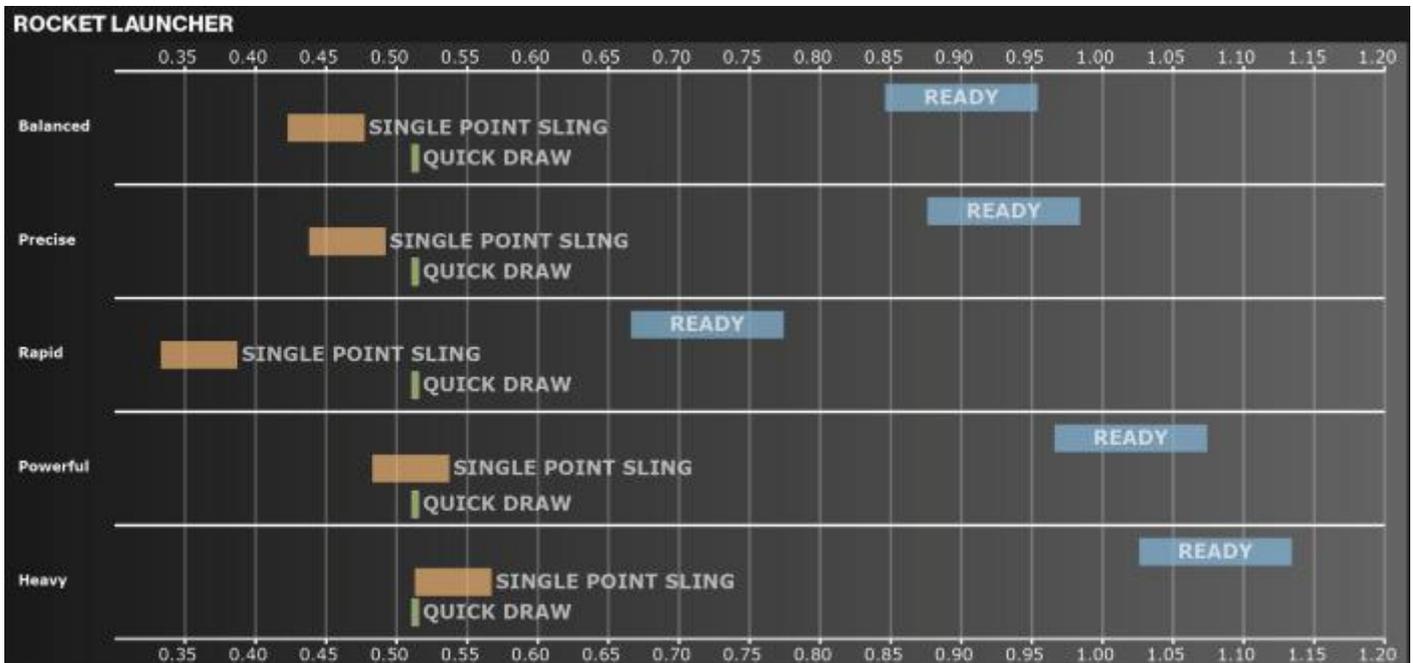
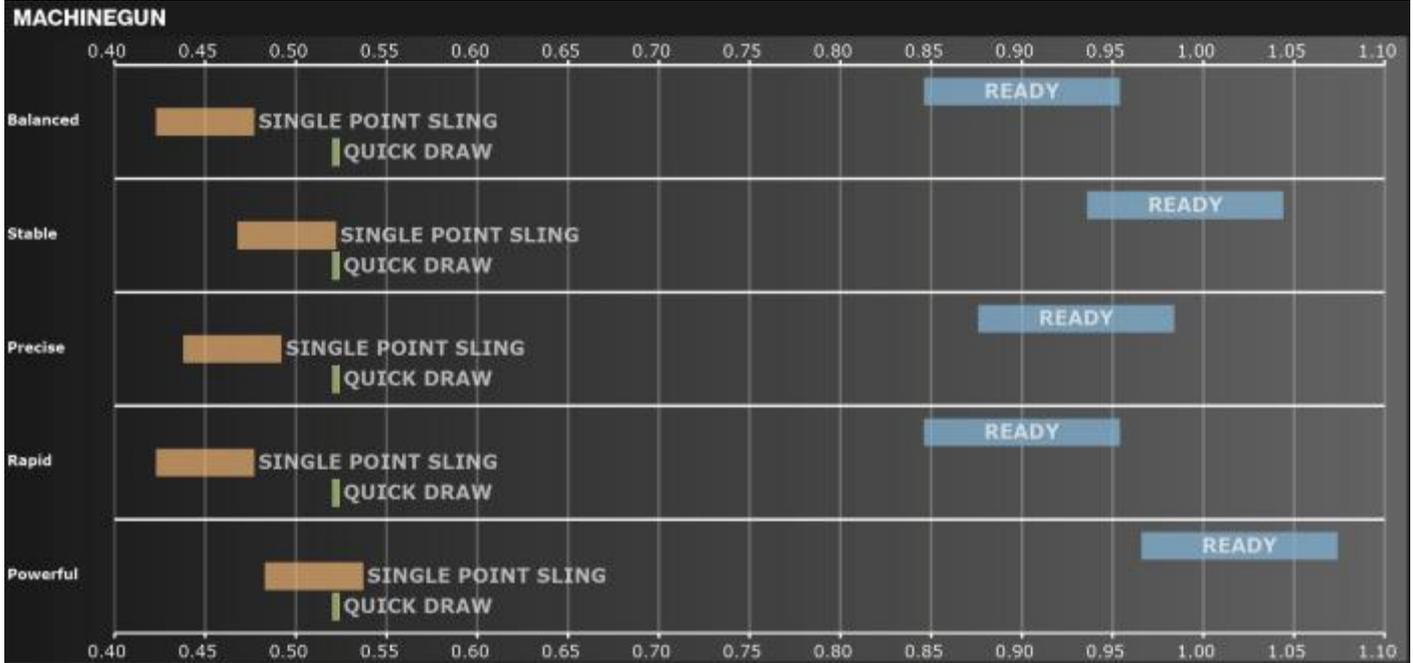
Primary Weapons



Secondary Weapons

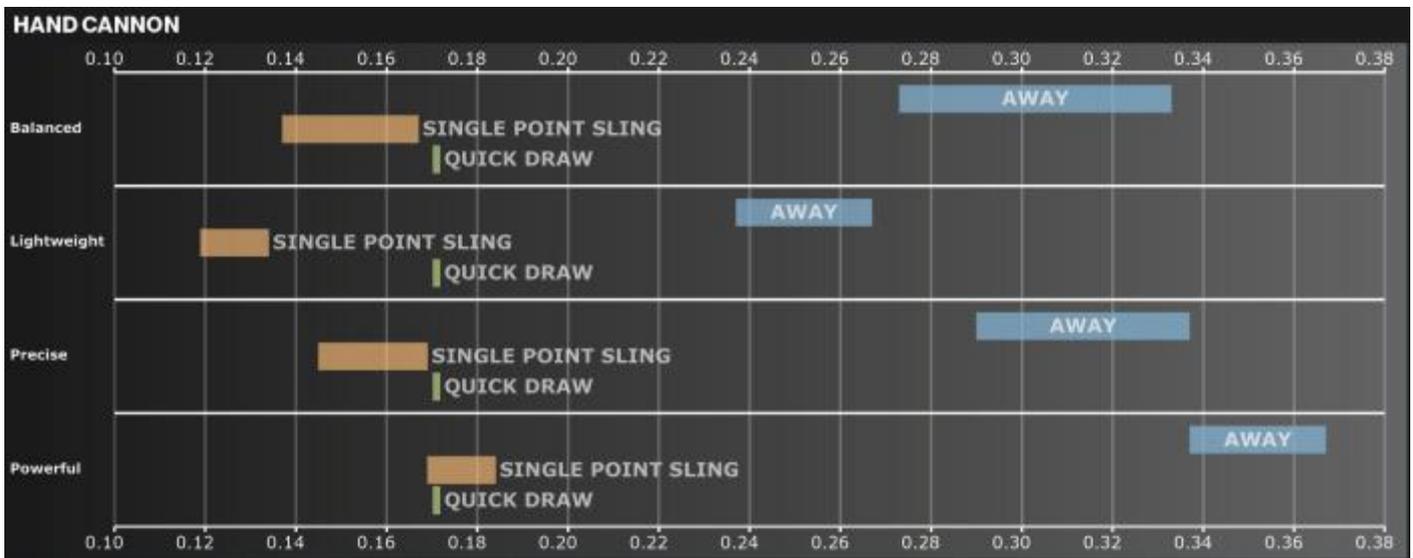
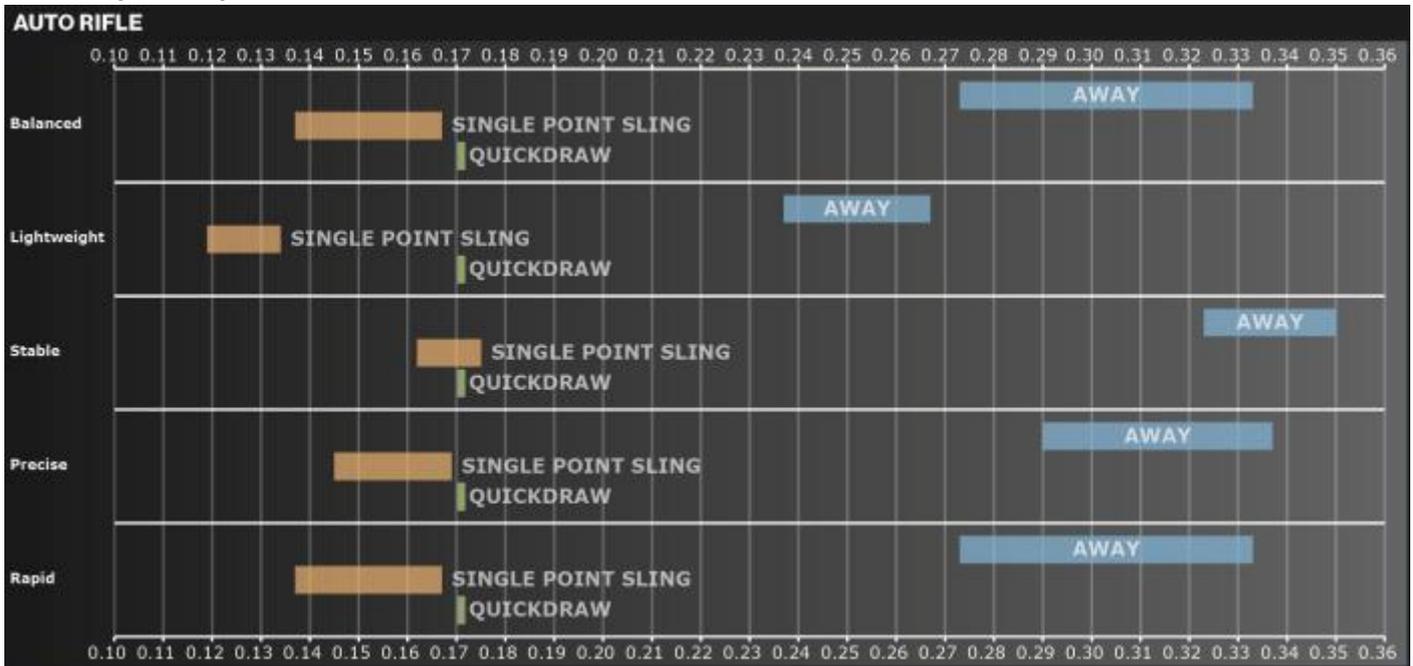


Heavy Weapons

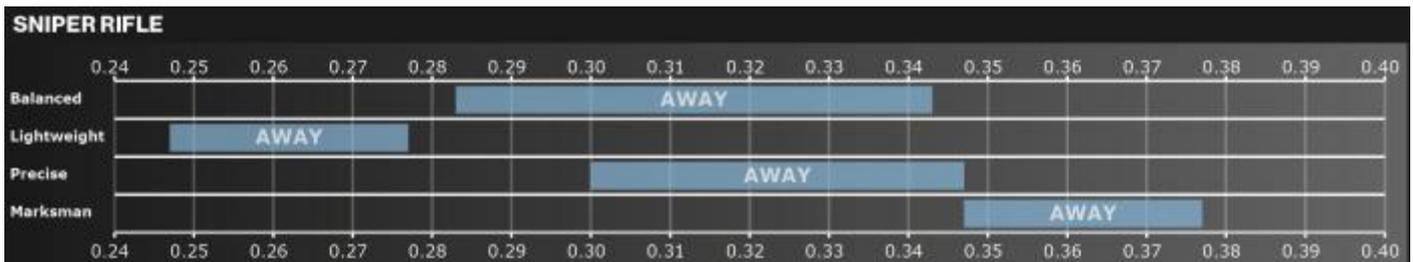
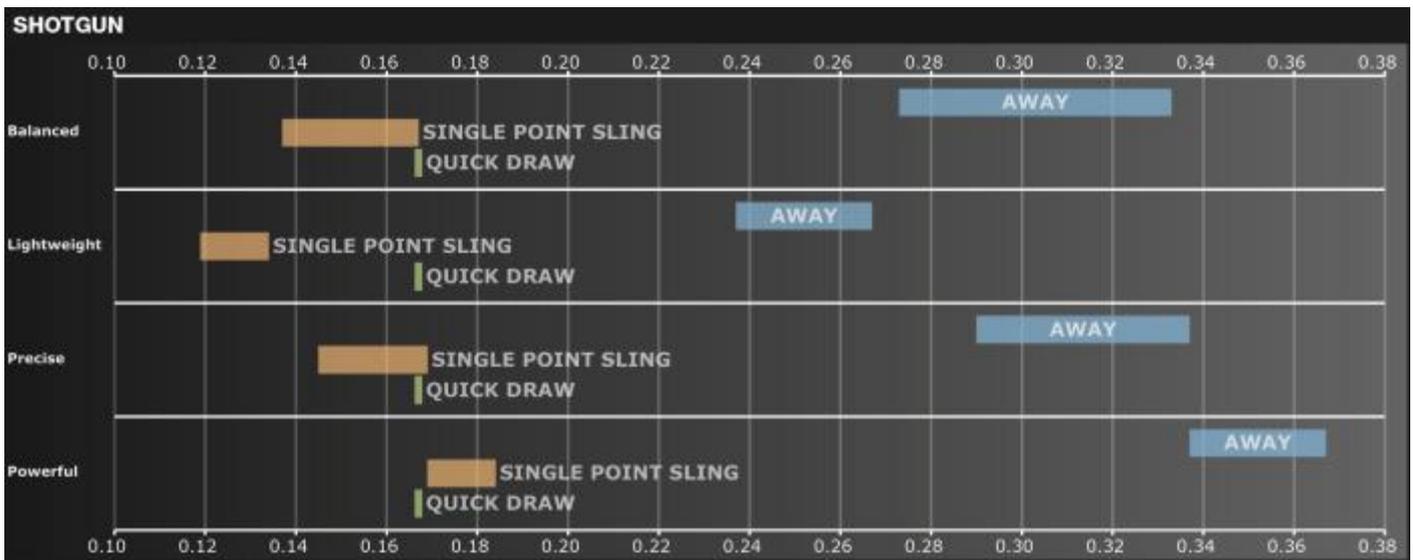
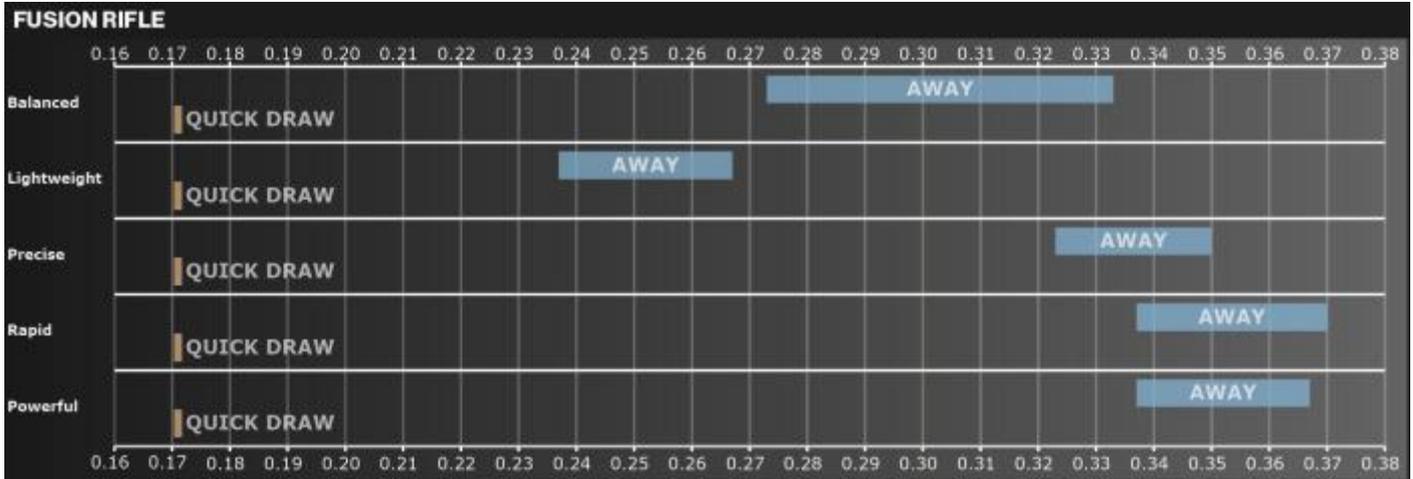


Away Time

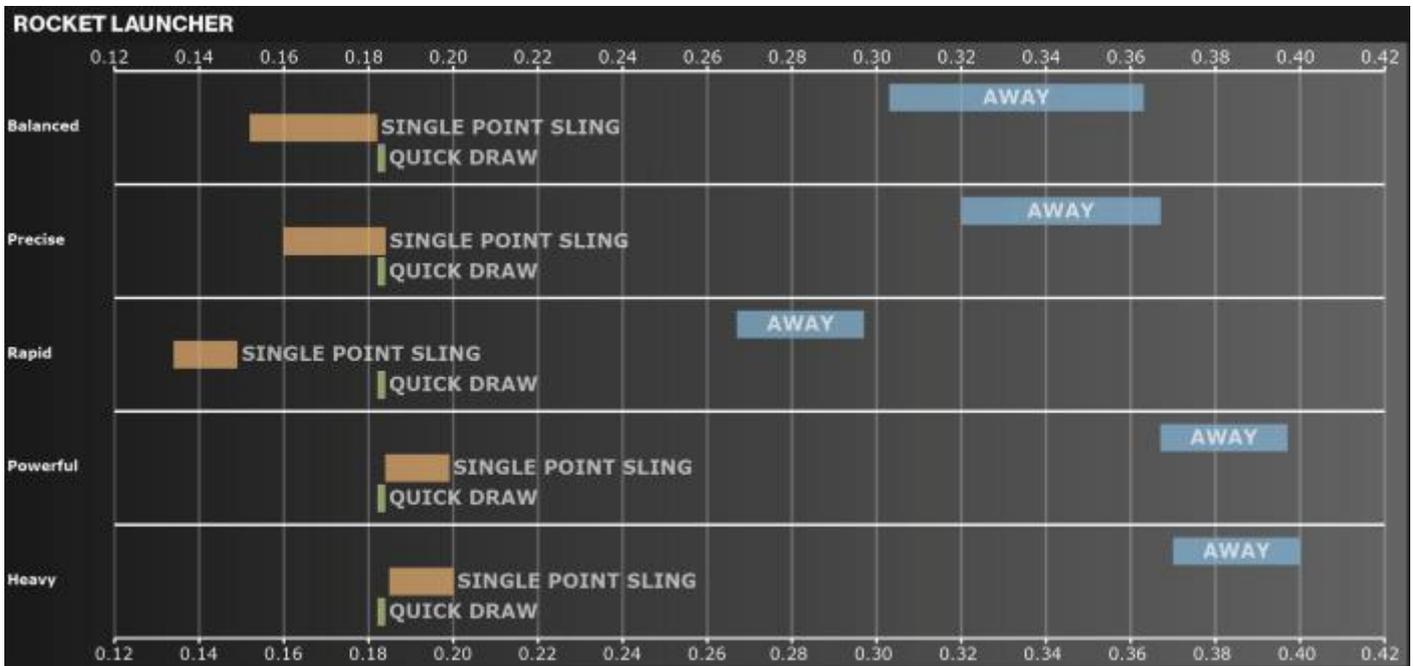
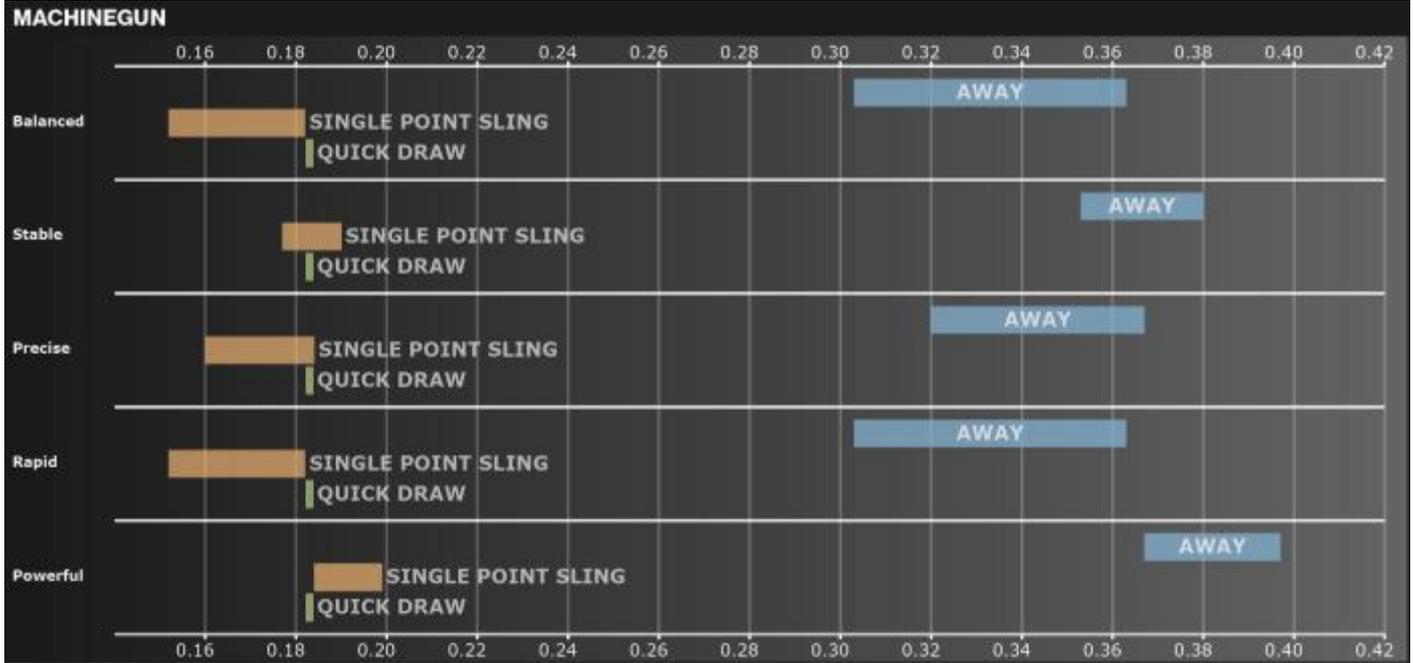
Primary Weapons



Secondary Weapons



Heavy Weapons



Armory - Inventory Charts

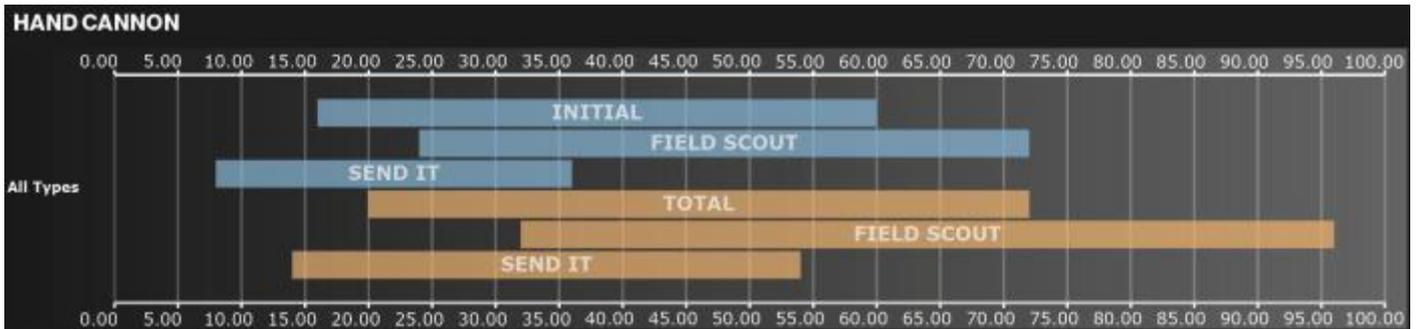
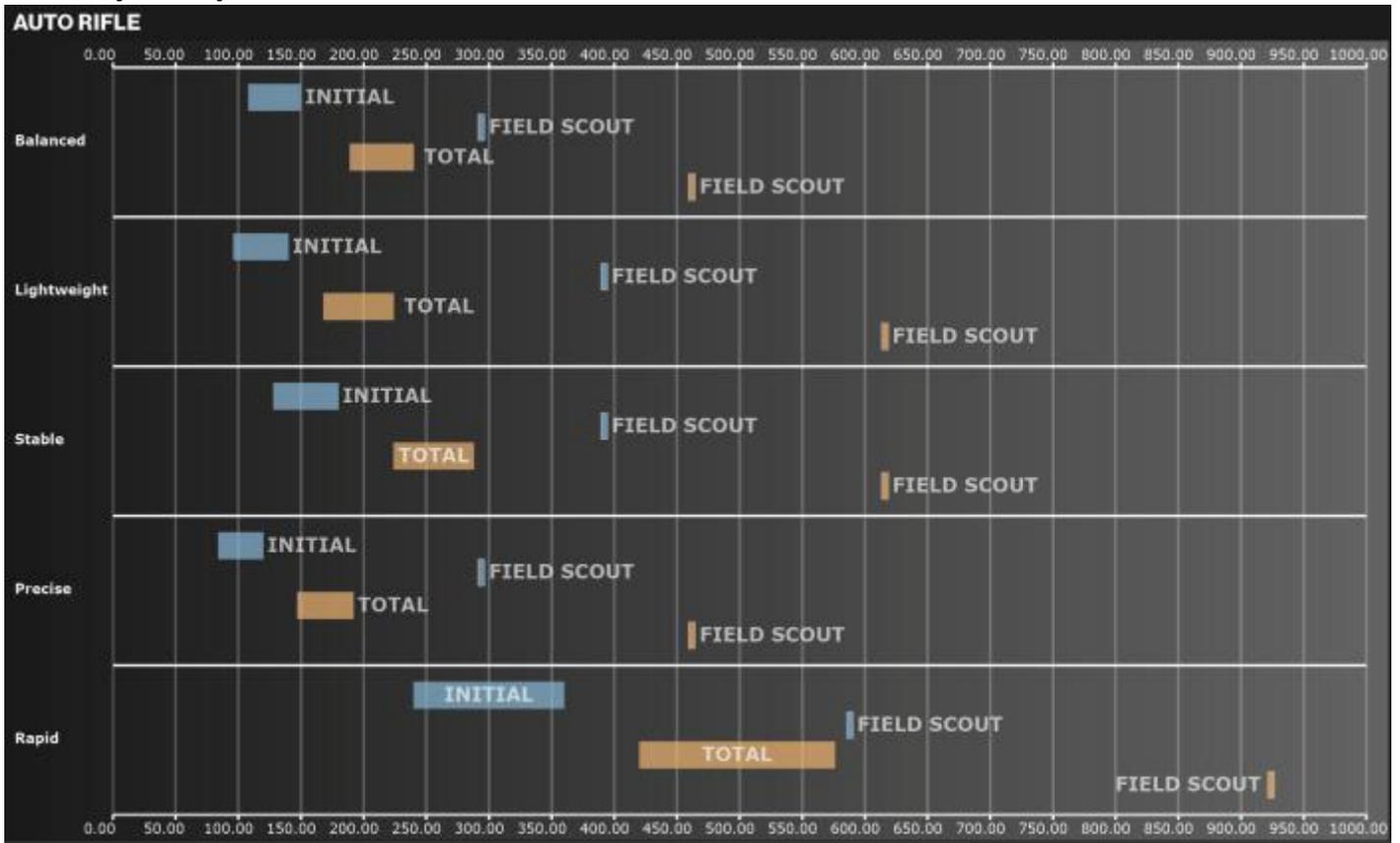
Compare rows: Select

Name	Description
Double Down	Boosts ammo available when you spawn.
Performance Bonus	25% chance to grant bonus ammo into inventory on a kill.
Return to Sender	25% chance to add a round to your inventory ammo on a kill.
Surplus	Doubles amount of ammo gained from each ammo pickup.
Vacuum	Increase ammo pick-up radius.
Metal Detector	Increased chance for ammo drops.
Shoot to Loot	Shoot ammo to pick it up!
Tripod	Add an additional rocket to the rocket launcher magazine.

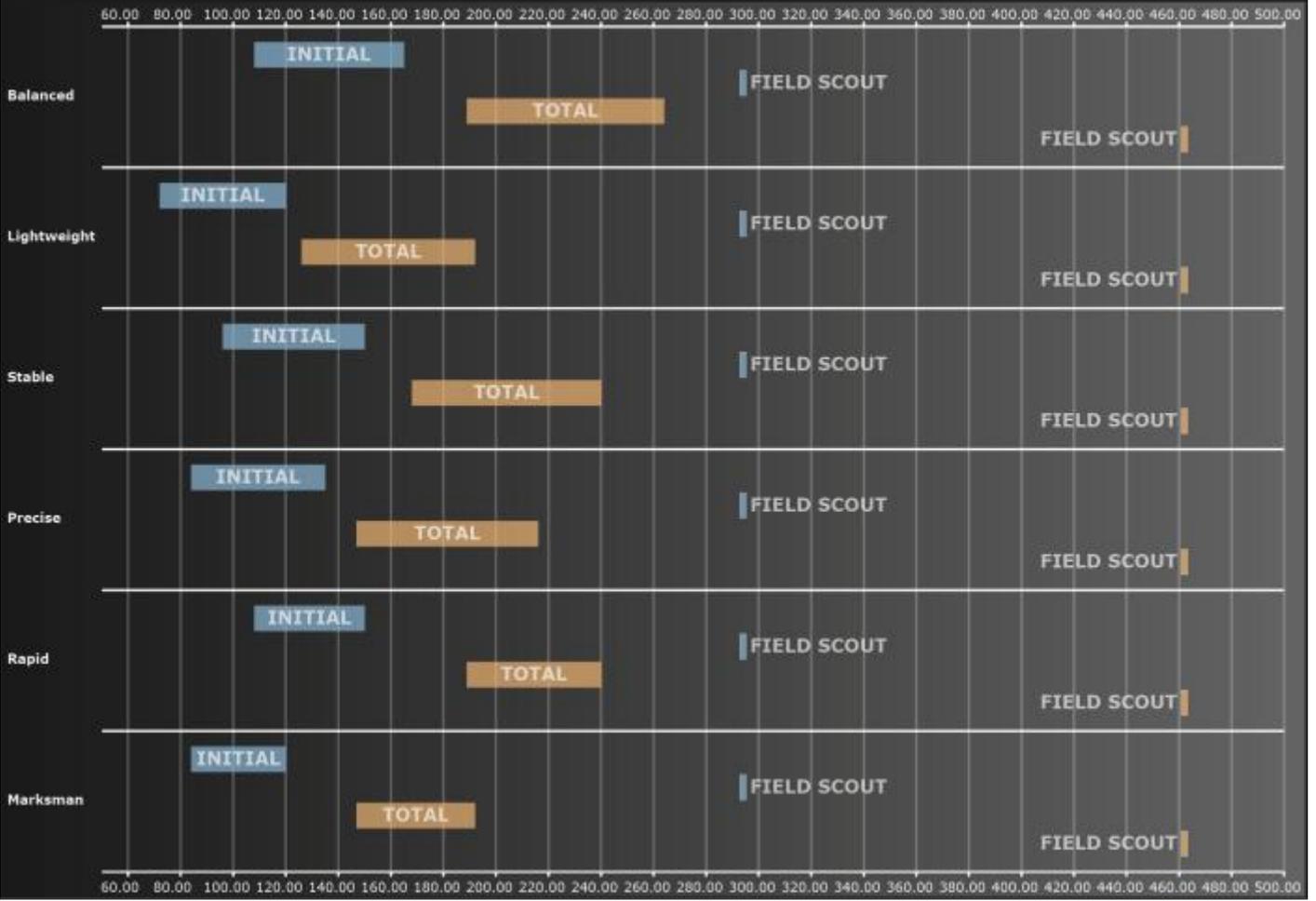
Initial ammo is your initial ammo load upon spawning during an activity. Total ammo is your maximum possible inventory ammo size. Heavy weapons do not spawn with any ammo initially.

Inventory Ammo Count

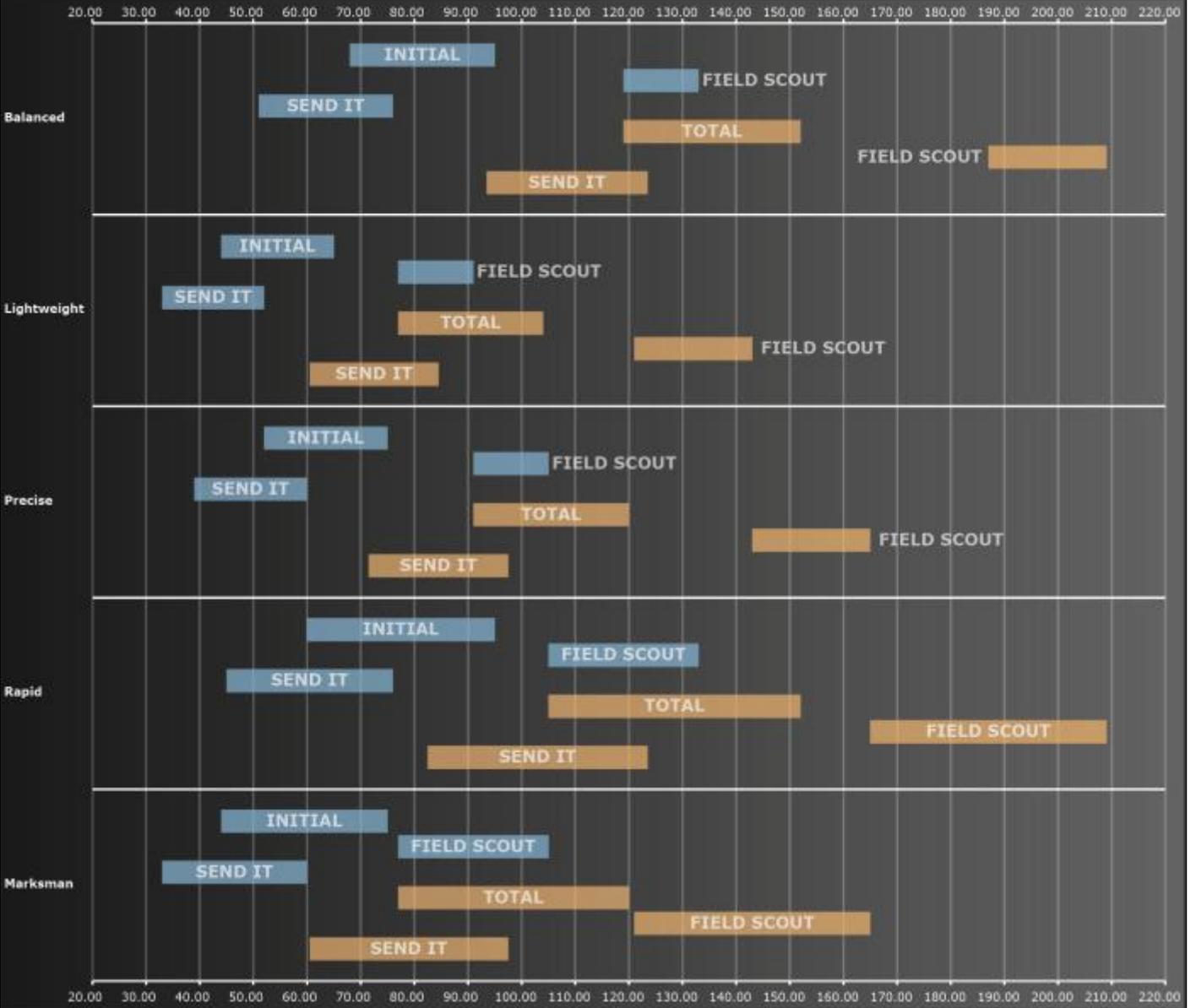
Primary Weapons



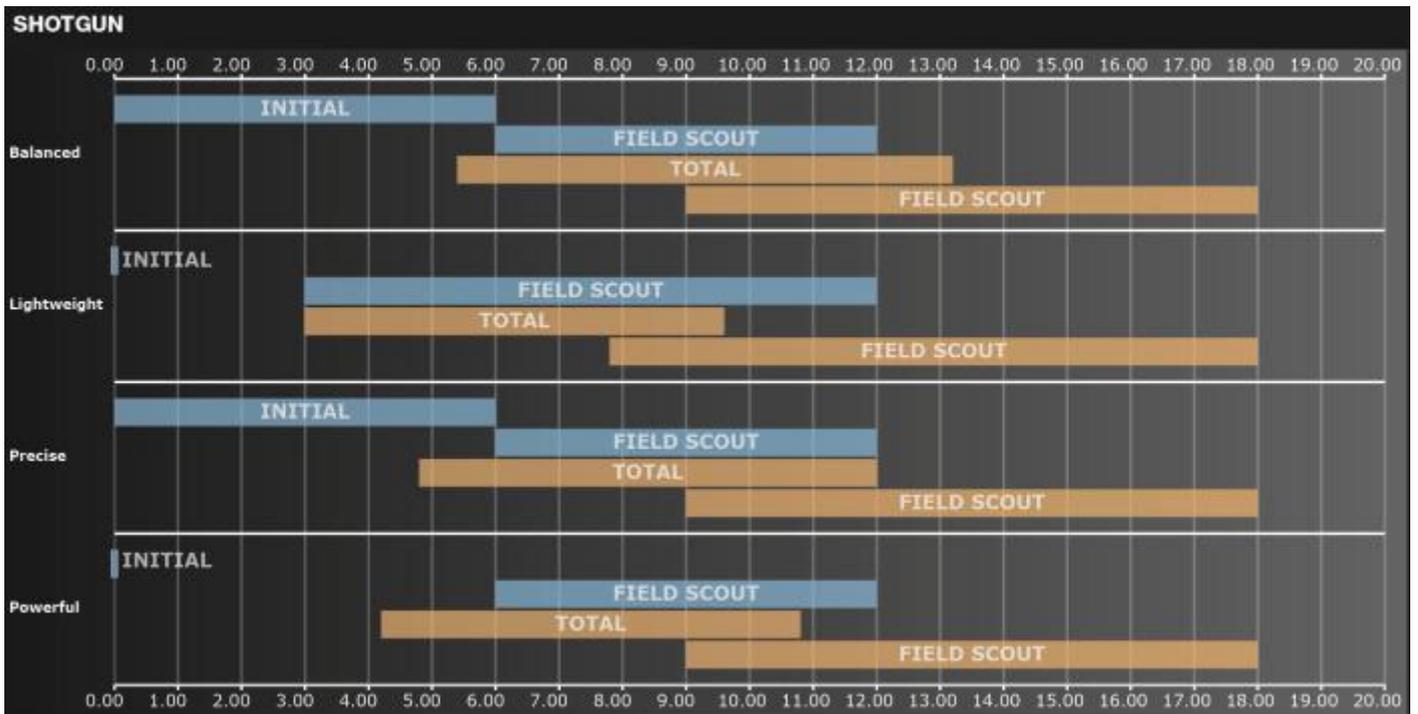
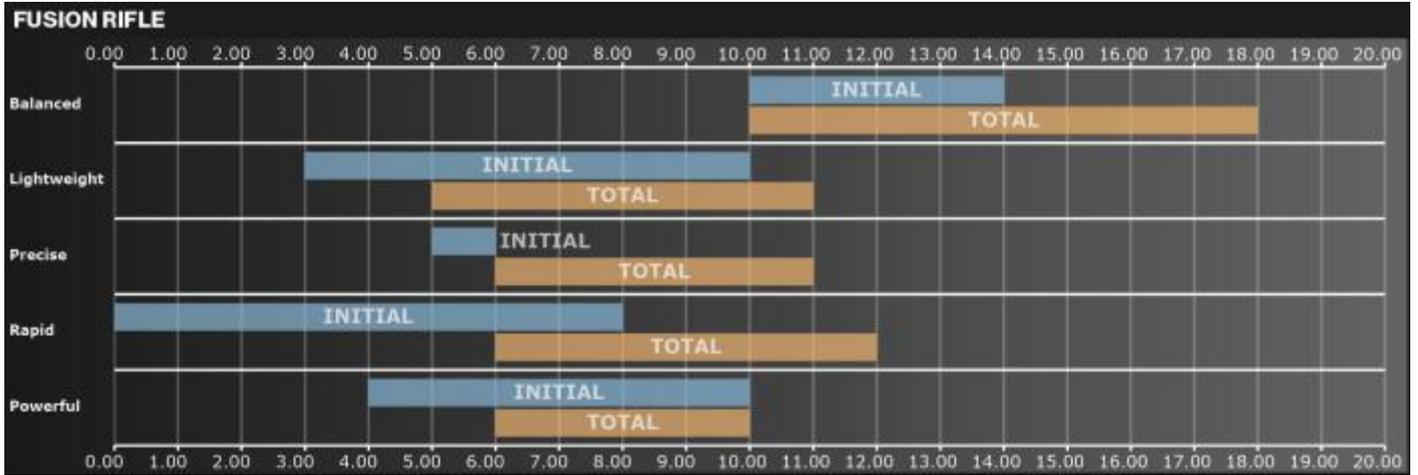
PULSE RIFLE



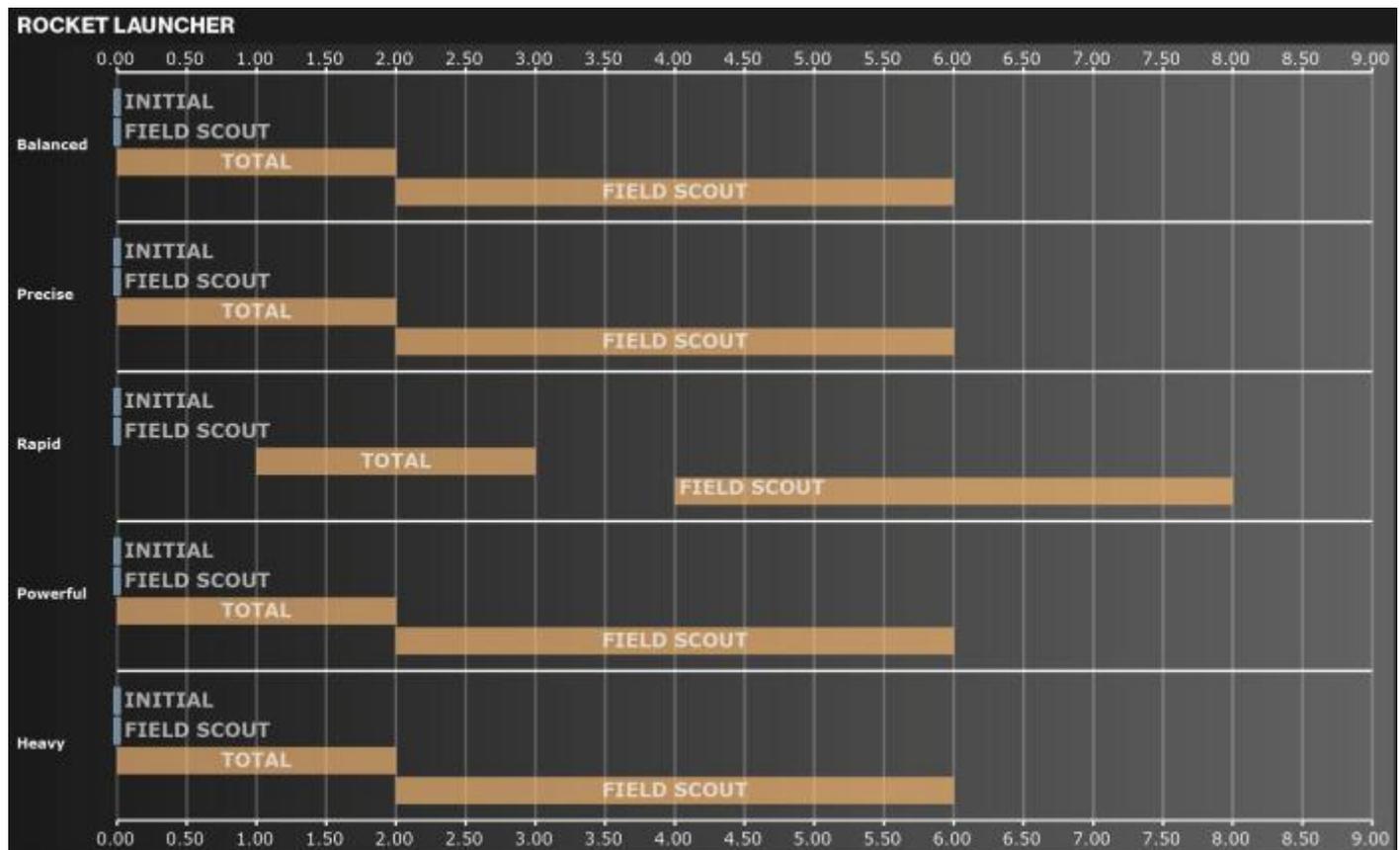
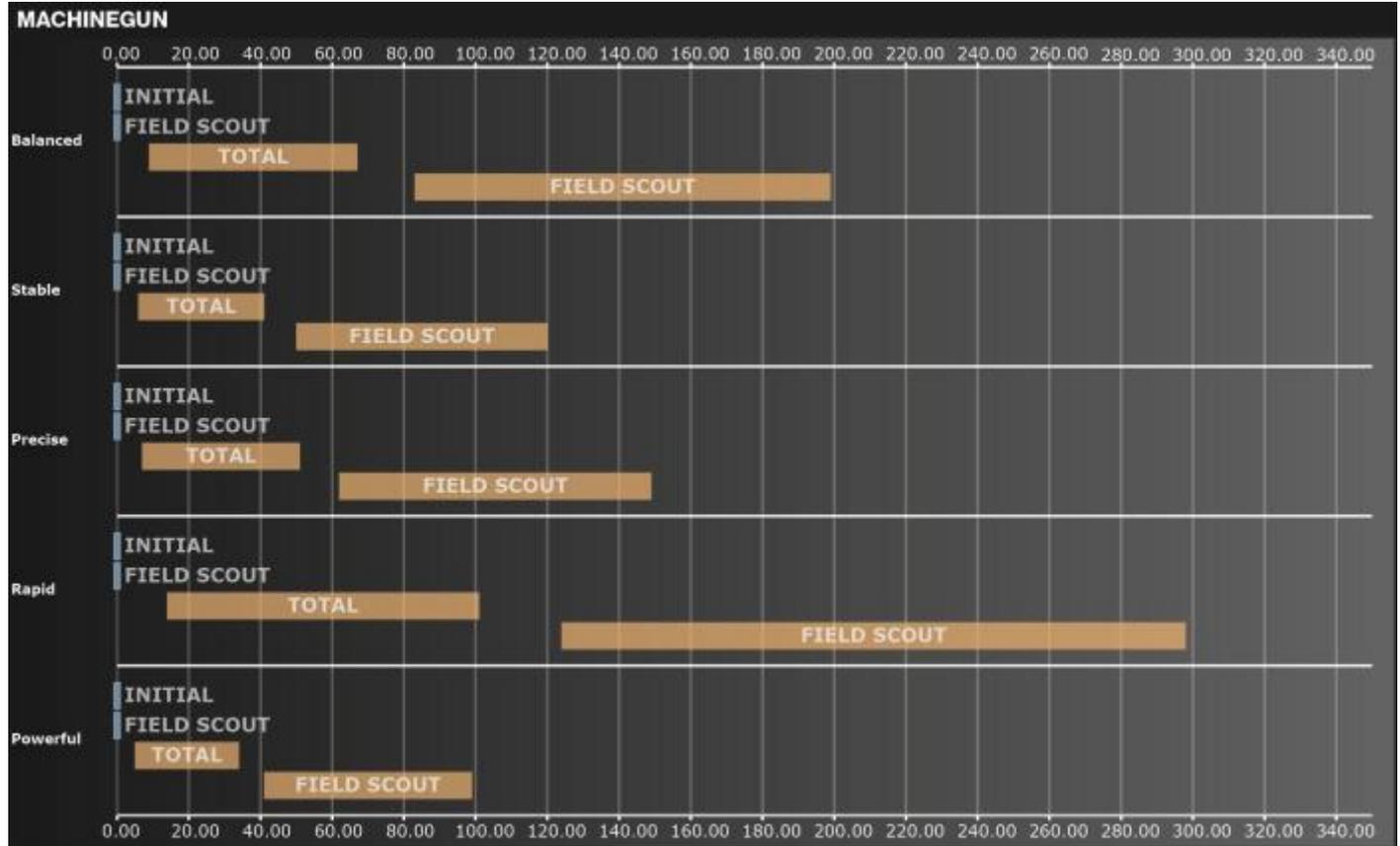
SCOUT RIFLE



Secondary Weapons



Heavy Weapons



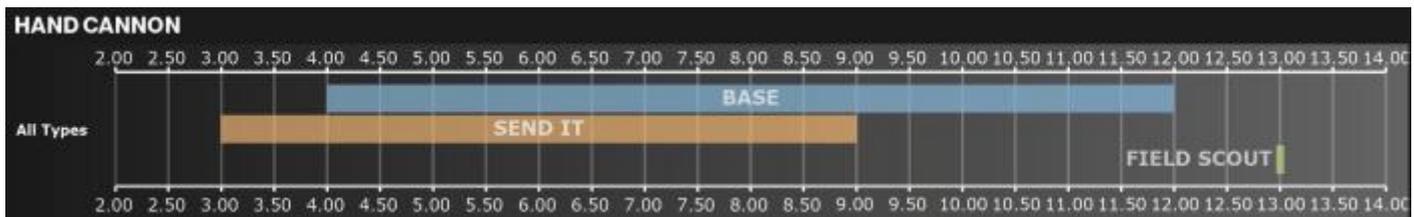
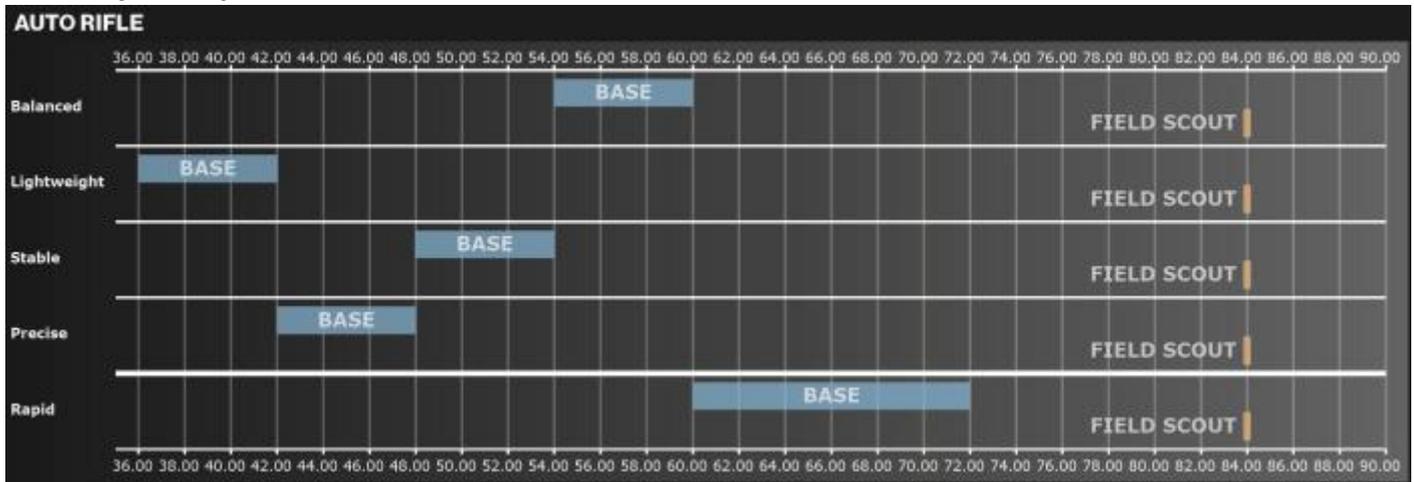
Armory - Magazine Charts

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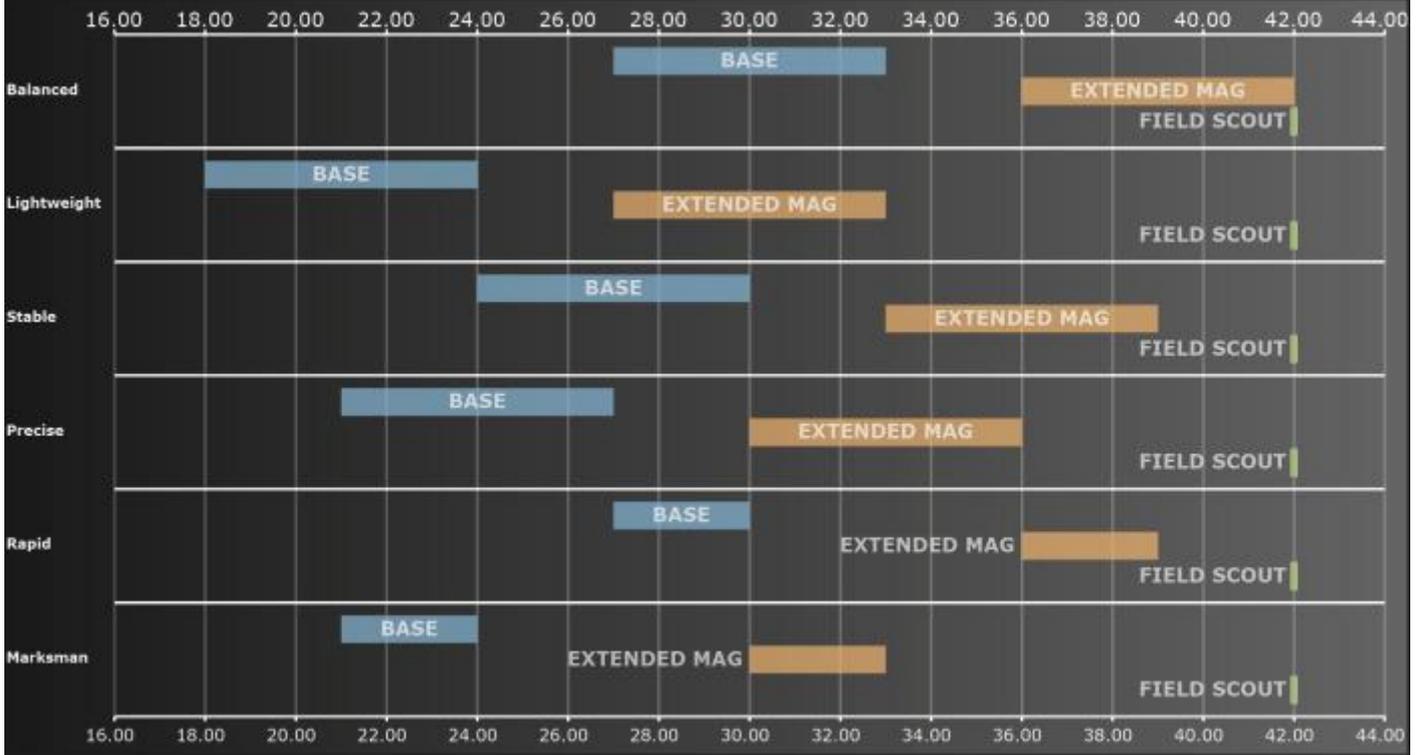
Name	Description
Mulligan	5% chance to reload a round into the magazine per shot
Life Support	Restore 50% of magazine and Reload 150% faster after a near death kill

Magazine Ammo Count

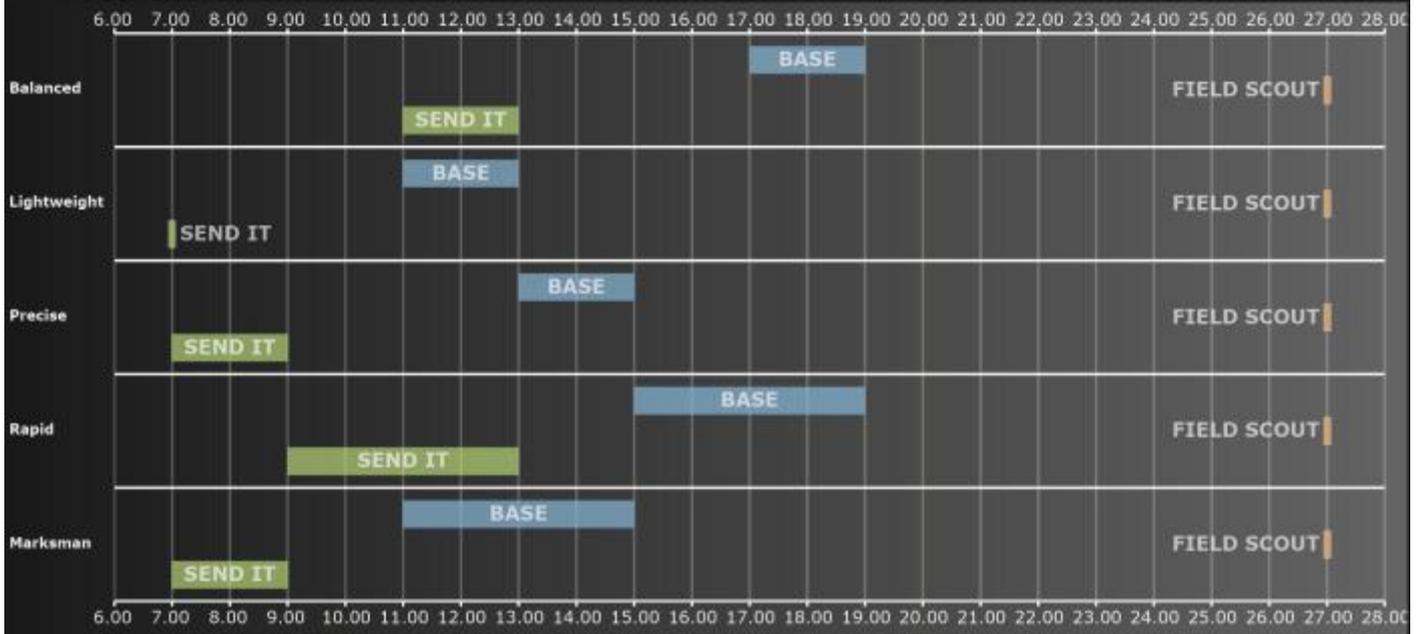
Primary Weapons



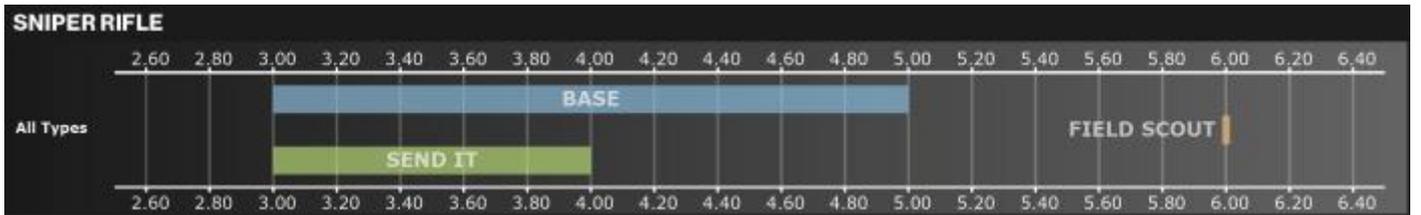
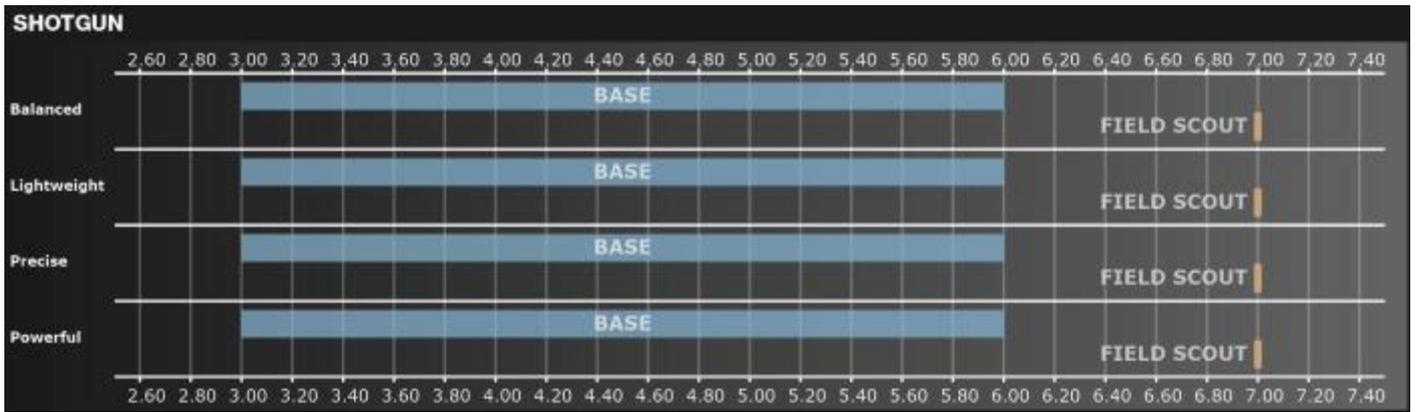
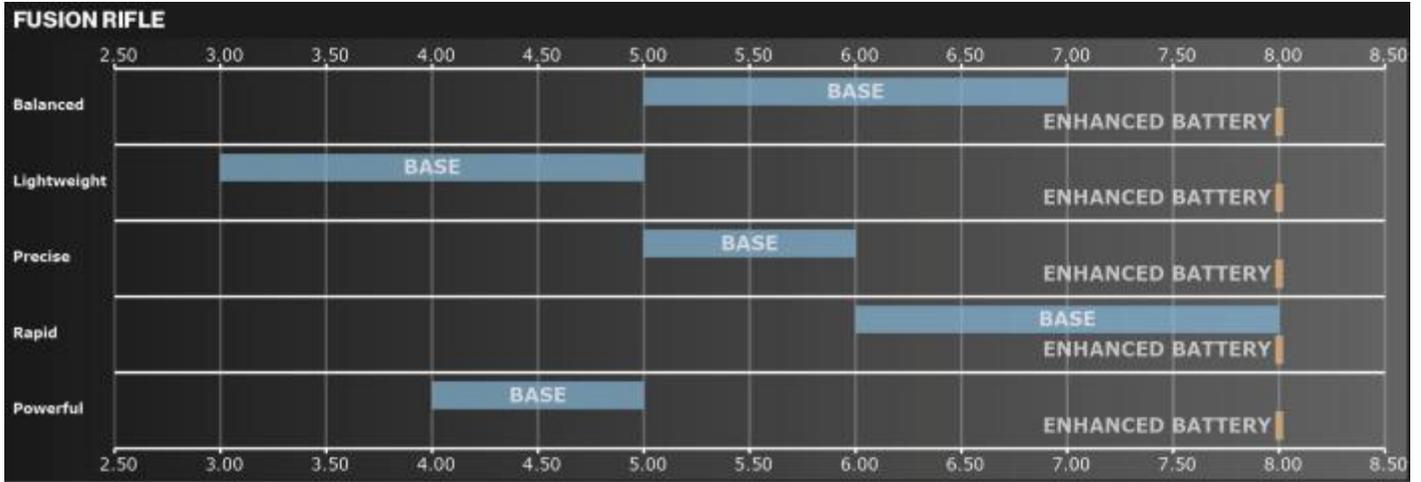
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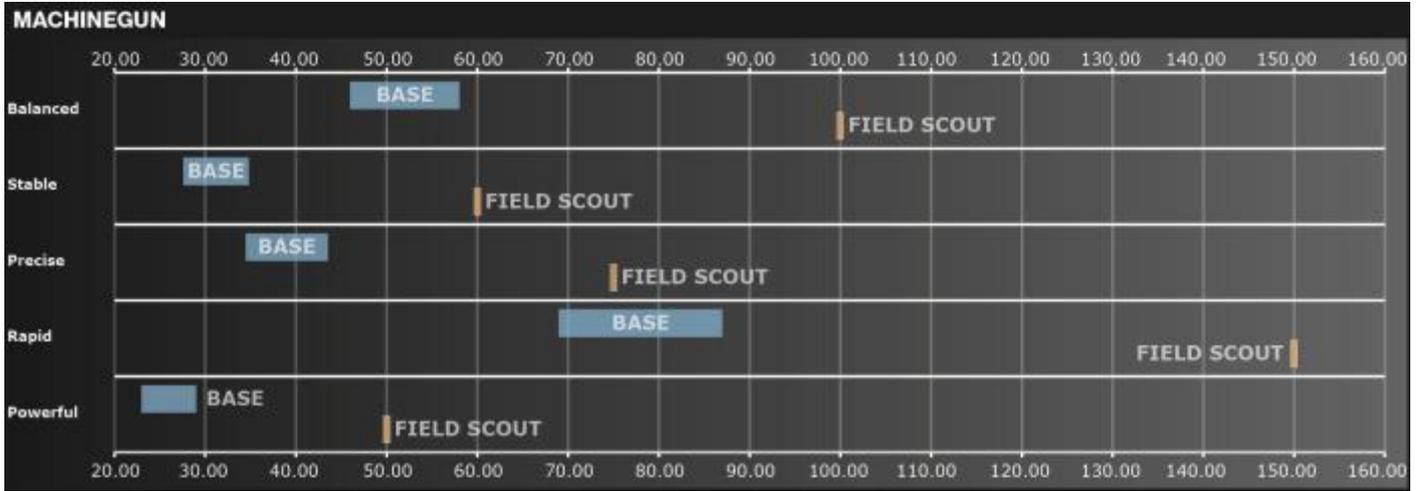
SCOUT RIFLE



Secondary Weapons



Heavy Weapons



Armory - Mod Descriptions

This is the full list of primary, secondary, and stat weapon mods, arranged alphabetically. Refer to the mod lists for more information about exactly which mods can appear on which weapon classes and rarities, and in which mod slot positions.

Accelerated Coils (Fusion Rifle only)

+50 Charge Time.

Provides a huge boost to Charge Time. This is a very strong mod for Precision and Powerful fusion rifles, as they have naturally low base Charge Time. Lightweight rifles usually benefit less, and Rapid very little.

While this won't let you compete with a shotgun at point-blank range in PvP, it can give you a fighting chance if you're skilled at feathering the trigger to pre-charge your fusion rifle. In PvE, this is a useful mod if you find yourself fighting in the thick of firefights often. The extra charge time can give you a decent bonus to sustained damage output.

Remember that improving your charge time reduces damage per blast, so you lose some burst damage potential, though the tradeoff is increased damage over time.

In PvP, you may actually want a slower charge time if you are most concerned with one-shot kill potential. If you primarily use your fusion rifle as a finisher, a faster charge time is desirable. In PvE, the increase in overall DPS makes a higher charge time desirable for improved damage output, but be aware that you do burn more ammo over time.

Stat Caps

First, a quick rule of thumb for the stat bonuses listed here.

The values for any given stat on a weapon (Range, Handling, Magazine, etc.) are shown as a range of possibilities from 1 to 100 on the tables.

Direct numeric boosts cannot push a stat past 100. If your preferred weapon archetype has a high stat range (say, a Marksman scout rifle that caps near 80 Range), adding a strong Range-boosting mod like Send It may "waste" some of the potential value of the mod.

On the other hand, percentage-based boosts can push a stat past its normal maximum. This makes stat mods like Quick Draw, Single Point Sling, and Snapshot especially noteworthy. This same concept applies to some Class abilities that can provide a percentage-based boost to a weapon's stats, potentially pushing it past its normal limit. Oh, and before you get super excited about the possibility of breaking Destiny's weapon balance over your knee, know that most percentage-based effects apply to Handling and Reload. They're very nice, to be sure, but you won't be finding huge static, always-on mods that boost your damage output. Sorry! Most damage-affecting mods (and abilities) tend to have conditions tied to their bonuses, making you work for your damage increase.

Armor Piercing Rounds

Causes rounds to penetrate targets.

A very useful mod in PvE, this lets your bullets punch through the first enemy you hit, striking anyone behind them. This can significantly boost your damage output in situations where you are fighting large groups of clumped adversaries, or while fighting in narrow hallways.

In PvP, it is less common for opponents to conveniently group up in a straight line for you to shoot, but it does happen, especially around doorways and in narrow halls. Scoring shots on two foes can tilt a fight in your favor.

Cascade

Sets reload speed to 150% of base.

Cascade kicks in after performing melee kills. In PvE, you can use Cascade when facing weak (or weakened) enemies, allowing you to reload incredibly quickly and continue your spree, possibly bolstered by a melee kill ability bonus.

Cascade is a fantastic mod if you make heavy use of melee combat in PvP. You can move into close-range firing, finish your target with a melee strike, and then reload almost instantly, ready for any follow-up targets.

Clown Cartridge

Every reload has a 25% chance of a 20% magazine bonus.

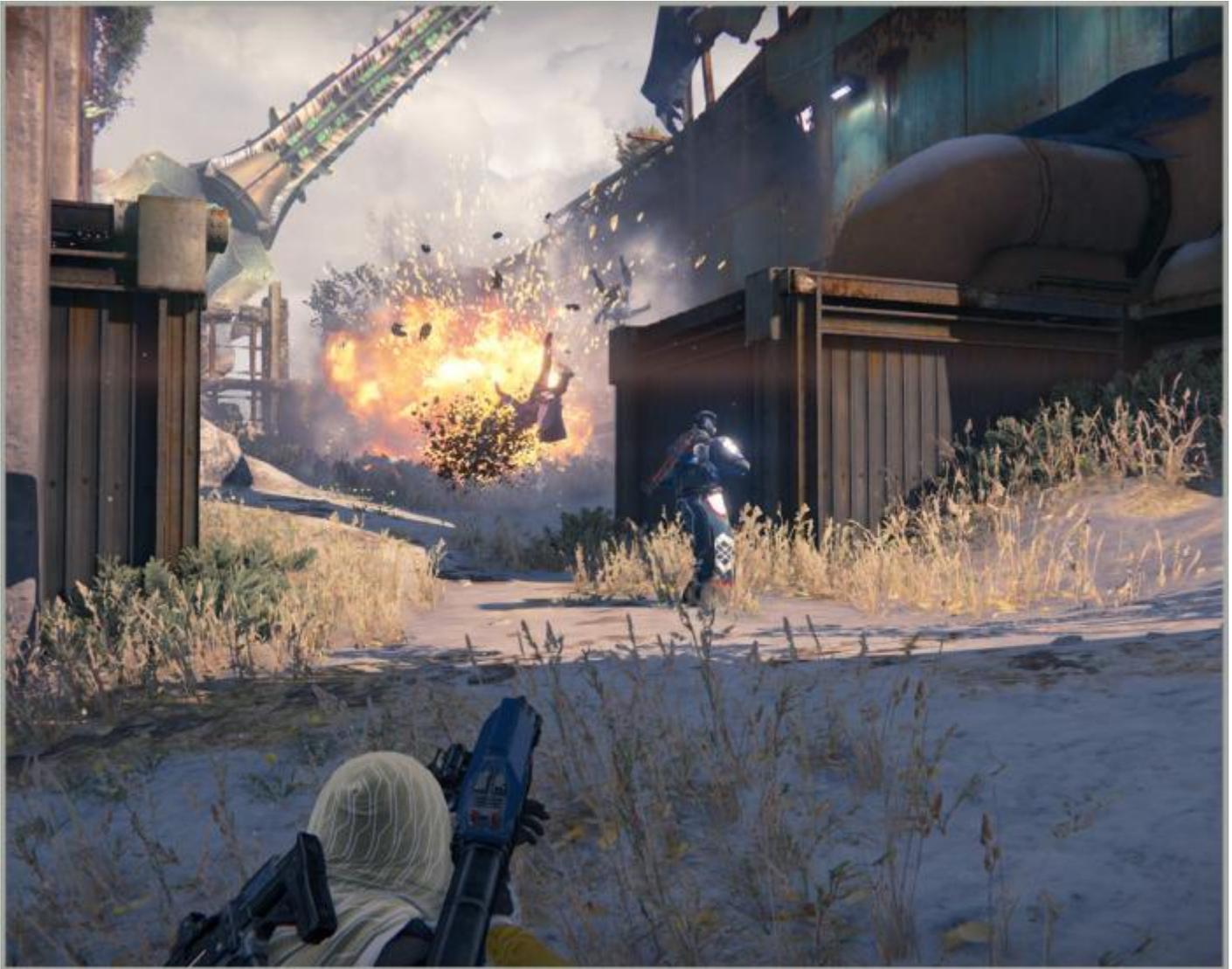
Only appearing on (and particularly nice for) weapons with small magazines to begin with, Clown Cartridge can get you a few extra high-powered shots out of a magazine. This is really nice in PvE for sustained damage over time and added ammo efficiency (say, over the course of an entire Strike), particularly if you happen to reload an extra rocket.

In PvP, this can influence the outcome of a firefight if you are down to your last few shots against a fresh target and have no time to reload.

Cluster Bomb (Rocket Launcher only)

Rocket detonation spawns cluster bombs.

More boom for your buck. This is a straightforward and powerful mod that boosts the damage output of your rockets. Upon impact, your rocket releases four cluster bomblets that deal 50 damage at their blast point with a 2-meter radius. This can easily result in collateral kills, help to briefly suppress an area in PvP, or deal extra damage to a truly heavy target in PvE.



Shot Package (Shotgun only) **Narrows pellet spread while in ADS.**

Shot Package is a high-risk, high-reward mod for shotguns. In effect, it tightens your pellet spread, giving you a better chance of landing all of your shotgun's potential damage on target. The downside is that if you are even slightly off target, you may end up dealing no damage whatsoever.

Shot Package doesn't directly increase damage output. It simply guarantees that if you are on target with your shot, you are more likely to land the maximum possible damage that your shotgun is capable of.

In PvP, this all but guarantees a one-shot kill at short range. In PvE, this can extend the effective distance of your shotgun slightly while ADS, useful for hitting nearby adversaries while remaining in cover.

Counterbalance **Stabilizes recoil.**

Counterbalance provides a 9% bonus to recoil control on top of the weapon's base Stability stat. Note that on Legendary-quality weapons, Counterbalance only appears on machineguns.

On a machinegun with a Stability value that is already near maximum, Counterbalance can push the weapon's Stability beyond what is normally possible. Needless to say, a highly stable machinegun is a highly lethal machinegun.

Crowd Control

Bonus damage for a short time after a kill.

Crowd Control provides a significant 15% damage bonus for three seconds after you score a kill. In PvE, Crowd Control is a very nice and very consistent damage boost, as downing a single enemy can start a chain as you drop one target after another.

In PvP, it won't help you in 1v1 situations, but it can absolutely make the difference in a high-intensity firefight. Crowd Control can also help you score those elusive multi-kills more often.

Custom Optics

+0.5x zoom.

A simple zoom modifier only available on scout and sniper rifles at the Legendary tier, this provides you with a little extra zoom.

You can combine Custom Optics with your choice of scope to adjust your overall zoom. Depending on the weapon in question and the scopes available to you, this might give you exactly the zoom level you're looking for. And if you really, really want the longest-range weapon in the game, a sniper rifle with the most powerful scope and this mod is it.

Damage Types

Arc, Kinetic, Solar, Void.

Not a mod in the traditional sense, every weapon only has one of these damage types. Oh, and if you look long enough and hard enough, you just might find a primary weapon with an element...

Damage types are vital in PvE combat, where you must hit enemy shields with the same element to inflict bonus damage. On Mythic difficulty, hitting a shielded adversary with the wrong element suffers a 50% damage penalty. Bring the correct tools for the mission you're tackling!

In PvP, your damage type does not matter, so feel free to use weapons that have stats and mods that suit your preference, without regard to their element.

Shoot to Loot

Shoot ammo to pick it up!

A fun and occasionally very useful mod, Shoot to Loot lets you "pick up" ammo from long range by shooting it with your weapon. This is particularly effective when you're fighting at long range, and it can be very useful for special or heavy ammo.

With Shoot to Loot, you can lay siege to an enemy group from long distance and keep your weapons stocked without breaking from cover or closing to engage your foes at short range. Shoot to Loot is generally more useful in PvE than PvP, but stealing a heavy ammo pickup from the opposing team at long range is a sweet move.

Double Down

Boosts ammo available when you spawn.

Useful on higher-difficulty missions where ammo efficiency can be a concern, Double Down is also nice if you heavily favor your special weapon in PvP.

Enhanced Battery

+100 Magazine, -30 Reload.

Enhanced Battery gives you the maximum possible magazine size for any fusion rifle. However, the greater weight also reduces your reload speed, with a hefty penalty to your Reload stat. This mod is still quite nice on Lightweight and Powerful archetype fusion rifles, as they have naturally small magazine sizes.

Explosive Rounds

Bullets detonate on impact.

A very unusual mod, Explosive Rounds gives your bullets a 2-meter explosion on impact. Note that this does not increase your damage directly against a single target. However, against multiple targets near each other, it can raise your damage output because the blast will hit the nearby enemies.

This is typically far more effective in PvE, especially against adversaries that love to swarm (say, Hive Thralls in narrow hallways). But there are still situations in PvP where you can inflict extra damage to a group of unwisely clumped opponents.

Remember that all blast damage in Destiny falls off from the center of the impact point, so when you're talking about single bullet damage spread out over 2 meters, you're not going to cause heavy damage at the outer edges of the explosion. That aside, this is a potential boost to AoE DPS, which matters in a good number of PvE encounters.

Extended Mag

+30 Magazine.

A significant boost to your weapon's Magazine stat, this is particularly useful for any archetypes with a naturally small magazine.

Field Scout

+100 Magazine, +80 Inventory.

Only available on Legendary weapons, this powerful mod maximizes magazine size and almost always maximizes inventory ammo! This is a great mod to score on weapons with low magazine sizes, giving you an indirect boost to your sustained DPS output. It is also helpful for lengthy PvE missions due to the inventory boost.



Firefly

Precision kills cause a Solar explosion.

Firefly causes enemies killed with precision damage to explode as a 50 damage Solar blast with a 5-meter radius. Only appearing on Legendary scout and sniper rifles, Firefly is a very nice mod in PvE, as it essentially gives you free bonus damage on nearby enemies when you score precision kills.

As a very fringe benefit, you may occasionally be able to damage an enemy with a Solar Shield with the blast, but certainly don't rely on this as a serious source of Solar damage in higher-difficulty missions.

In PvP, it's less likely for opponents to be clumped up close enough for the explosion to routinely influence the outcome of a fight (though everyone's looking forward to multi-kill videos of exactly that). There are generally more consistently useful mods for boosting your damage potential.

Fitted Stock

+25 Stability.

A powerful Stability mod, Fitted Stock can push a low-stability weapon to the midranges, or a midrange all the way to cap. On weapons with naturally high Stability, some of the bonus is likely to be lost due to hitting your Stability cap.

Note that Fitted Stock only appears on scout rifles at the Legendary tier. As one of the few high-strength Stability mods with no downside, this gives scout rifles a slight edge in long-range stability among Legendary primaries.



Flared Magwell

+100 Reload, -10 Stability.

A massively powerful Reload mod, Flared Magwell instantly maximizes the reload speed of any weapon, albeit at a cost to Stability. This mod is ideal for weapon archetypes with naturally low Reload and high Stability values.

Keep in mind that there are a fair number of reload speed boosts in Class abilities and other mods that can push you past the Reload cap, so you can reach lightning-fast reload speeds with Flared Magwell equipped.

Hip Fire

Increased accuracy when hipfiring.

A strong mod if you favor aggressive mobile combat and melee, Hip Fire cuts your “bloom” circle by 33%. This enables you to fire more accurately while closing the distance for a lethal melee strike, or while moving in the open from cover to cover.

Note that weapons with a high Range stat have smaller bloom circles, and combining that with Hip Fire can give you the best possible hipfire accuracy. At the Legendary tier, Hip Fire only appears on fusion rifles, hand cannons, machineguns, and pulse rifles.

Full Auto

Converts weapon into full auto fire.

Only found on shotguns and pulse rifles, Full Auto simply converts the weapon from semi-auto to fully automatic. Full auto shotgun fire tends to be wildly inaccurate unless you’re shooting into a massive horde of enemies (or a single incredibly tough enemy). For the pulse rifle, think of it as a way to score pulse rifle-specific mods on an auto rifle.

Glass Half Full

Bottom half of magazine does more damage.

One of the few damage-boosting mods that can be easily triggered, Glass Half Full is only found on auto and pulse rifles. Glass Half Full gives a scaling damage bonus that begins with a tiny boost to damage at half magazine, smoothly increasing to a 6% damage bonus at the bottom of the magazine as you empty it. Because the effect is so small, you’re looking at a slight increase to your sustained DPS output, not so much a huge jump in burst DPS.

In PvE, be wary that this can encourage a more wasteful style of play when it comes to ammo management, which can be an issue on higher-difficulty missions. But that aside, as long as you don’t waste rounds, this mod is a solid sustained damage boost in PvE.

In PvP, this mod can reliably give a slight bonus to your damage output, particularly in situations where you transition from a first target to a second (or even third). But be careful: trying to take full advantage of Glass Half Full by running around with a half-empty mag is asking for trouble.

Pair this mod with Reactive Reload for damage bonuses at the start and end of your mag!

Grenades and Horseshoes (Rocket Launcher only)

Rockets gain a proximity trigger.



There are two things in life where a near-miss counts (if you were wondering). Grenades and Horseshoes causes rockets to detonate when they come within 2 meters of a target, instead of when they impact a surface (or enemy).

Note that this can potentially reduce your damage output in some situations, such as a perfectly aimed shot into the heart of a large cluster of foes. Because the proximity fuse triggers the blast early, rather than when it hits ground zero in the middle of the group, it can change the shape (and damage falloff) of the blast. But that aside, a proximity trigger gives you leave to perform some stunts that you can't pull off with a normal rocket, such as firing over or beside cover to trigger an explosion when the rocket passes a target hiding in hard cover.

This is applicable in both PvE and PvP, and it can be particularly nasty against opponents trying to hide from you in an elevated position. Rockets are usually best from high ground, so proximity detonation flips that truism on its head.

Grenadier

Kills add 10% to grenade energy.

A simple and useful mod, effective in PvP and very useful in PvE. If your build is focused around spamming grenades, keep an eye out for this mod, especially for PvE builds.

Outlaw

Extremely fast reload after a precision kill.

The ranged equivalent of Cascade, granting you 150% of your base reload speed after a precision kill. Outlaw is a powerful mod in PvE, where chaining precision kills can give you almost no downtime between reloads. In PvP, a steady hand and sharp eye are rewarded with near-instant reloads, sometimes fast enough to get you a multi-kill instead of disengaging after one kill.

Outlaw is generally more effective in PvP if your playstyle (or the map) gets you into close- to medium-range scraps often. At long range, quick reloads are less vital.

Hair Trigger

Fires the instant trigger pressure is detected.

Hair Trigger is an unusual mod that affects how your weapon fires. Instead of requiring any significant depression on the trigger, Hair Trigger causes your gun to shoot immediately when any pressure is detected.

Hammer Forged

+40 Range, -10 Reload.

A powerful Range mod, Hammer Forged can easily peg the Range stat on several archetypes, or push an otherwise short-ranged weapon out to medium or long range. Hammer Forged is less useful for the archetypes with the best Range values, as some of the boost may be wasted.

You pay for this significant increase in long-distance performance with a penalty to reload speed. This is generally not a major issue if you're keeping your fights at arm's reach, but be mindful of the loss at short range.

In general, this mod is best on weapons that have naturally good accuracy and stability because you get the most benefit in damage output if you can actually land the shots at a distance. If you find yourself fighting at short range frequently, there are other more suitable mods!

Hand Loaded

+20 Range.

Only found on Rare-quality weapons, Hand Loaded is the "baby" version of Hammer Forged. It is still a very significant Range increase, and until you find a Legendary weapon to replace your Rare, it can serve you extremely well on a weapon with a poor or average Range stat. For some specific guns, it can even push your Range out to near maximum, with no Reload penalty.



Headseeker (Pulse Rifle only)

Bonus precision damage on third hit of a burst.

This is a tricky mod to use well. Exclusive to pulse rifles, it provides you with a 25% extra precision damage boost if you can keep your crosshairs on target for the entirety of the burst or get them on target when the last bullet lands.

A quality pulse rifle with a high Stability value is a good choice for making effective use of this mod, giving you more control and margin of error for keeping your crosshairs glued to your target's weak point.

In PvE, this often results in a large sustained damage increase, particularly on tough targets where it matters most. In PvP, it can increase your lethality and time to kill if you're good enough to score consistent headshots.



Heavy Payload

+40 Blast Radius, -10 Velocity.

Slightly slower but much larger rocket blasts. Heavy Payload gives your rockets a devastating extra punch, and on rocket launcher archetypes with poor Blast Radius, this can bump them up to a medium range. On medium- to high-strength archetypes, you can often cap your blast size.

Heavy Payload's Velocity penalty generally isn't a major issue, either, as you aren't significantly affected if an already slow rocket launcher gets slightly slower. On fast-moving rockets, the penalty is minor.

High Caliber Rounds

Boosts flinch effect of your shots.

High Caliber Rounds do not increase damage, but they do increase the amount that your shots cause your target's view to flinch. In PvE, this can cause a literal flinch: it makes your rounds hit enemies harder, even though the rounds aren't doing more damage. In PvP, the effects of this mod are difficult to feel because your opponent is going to be feeling the mod—literally.

As a rule of thumb, don't expect HCRs to save you in a firefight against an equally skilled opponent at short ranges. However, as the distance increases, they can absolutely give you the edge in a firefight.

If you prefer to stay at medium to long range in PvP, High Caliber Rounds can improve your chances in almost every engagement. High Caliber Rounds only appear on scout rifles and hand cannons at the Legendary tier. Keep in mind that scout rifles and hand cannons already have naturally high Flinch values, but High Caliber Rounds push them even higher.

Final Round

Bonus damage at end of the magazine.

This mod gives you a 100% chance of dealing 33% more damage with the last shot in your magazine. In PvP, the last shot of a hand cannon, shotgun, or sniper rifle can inflict some serious damage. This mod is less useful on a scout rifle, as emptying your entire magazine and scoring a kill with the final round's damage boost isn't a common occurrence.

In PvE, this provides a very slight boost to overall damage output, as long as you remember to always dump your magazine. Don't get in the habit of wasting shots and ammo, but do accurately burn your whole mag on hostile targets.

You can also "prime" your shotgun or (especially) your sniper rifle by leaving a single round remaining and using it to deal a heavy hit when you begin an engagement.

Javelin

+40 Velocity, -10 Stability.

A powerful boost to rocket speed, this can aid in landing a rocket on target against enemies at medium range, but you suffer a bit of extra recoil. In general, firing at distant adversaries with a rocket is a waste of ammo, but with high enough Velocity, you can more reliably land devastating shots in PvE or PvP. Avoid wasting Javelin's boost on rocket launcher archetypes that have naturally high Velocity stats.

Unflinching

Heavily reduces Flinch.

A subtle mod, Unflinching reduces the effect of incoming damage on your accuracy—that is, you flinch less when shot. The overall effect is a 33% reduction on incoming "flinch damage." This has a positive effect on your accuracy, though the exact benefit can vary considerably depending on the weapon you are using, how much incoming damage you're taking, and how difficult of a shot you are taking.

In PvE, there are generally better mods for boosting your damage output and accuracy. In PvP, where you are very frequently in a heads-up firefight against another player, minimizing Flinch can absolutely win battles, particularly at medium to long range.

Make a point of securing Uncommon or Rare weapons of different classes and the same name with and without this mod while you level. Test them out in combat, and decide for yourself how much Unflinching helps you.

Feeding Frenzy

Boosts reload speed to 120% of base after a kill.



This instantly sets your Reload stat to 120% of base for a short time after scoring any kill. As a result, it is one of the easiest Reload mods to activate.

As with the others, Feeding Frenzy provides a slight boost to sustained damage output in PvE, and it is more frequently available in PvP, as there are no specific conditions on the kill to trigger it. The boost is a little smaller than the more demanding variants, but the ease in triggering it is generally worth the slight reload speed loss, unless your build and playstyle perfectly suit one of the other options.

Feeding Frenzy appears on auto rifles and machineguns at the Legendary tier.

Kneepads

Enables long slide while equipped.

Specific to shotguns and fusion rifles, this mod gives you a faster and longer-range slide while equipped. This is particularly nasty for corner-sliding attacks in PvP. While sliding is usually less important in PvE, this mod can help you slide to cover from a longer range. Note that this mod does not stack with a Hunter's longer slide ability.

Life Support

Restore 50% of magazine and reload 150% faster after a near-death kill.



An unusual mod, Life Support refills your magazine and boosts your reload speed to 150% of base if you drop below 20% of your max health and manage to kill the enemy you are fighting. (Earning yourself a Close Call medal triggers this mod.)

In PvP, this can give you a surge of ammo to follow up on a second nearby foe and a faster reload right after, but if you are that badly wounded in a fight, pulling off the follow-up is difficult at best. In PvE, this can result in some “free” ammo gained over the course of a mission. However, given the very specific (and dangerous) condition for triggering this, there are safer mods out there to improve ammo efficiency.

Lightweight

+2 Agility when weapon is equipped.

A simple and very useful mod, Lightweight raises your Agility slightly, giving you a boost to movement and jump speed. If you favor Agility as a Class stat, this can push you up to and beyond your normal Agility limit. However, don't expect the slight boost to pull you past sluggish if you totally abandon Agility abilities as a Titan or Warlock.

A quick tip for Hunters: the speed gains are sharper past 10 points of Agility, so max Agility Hunters can get a nice overall speed boost from capping Agility and taking Lightweight.

Luck in the Chamber

33% bonus damage on one round in the magazine.

Feel lucky? If you are, in fact, lucky enough to score the bonus damage when you land a headshot (especially with a slow-firing, high-impact weapon), this can be a decisive kill shot in PvP.

Given the hand cannon and shotgun's normally small magazine sizes, this can be a powerful (if somewhat erratic) damage mod in PvP combat. There's a decent chance you'll get the damage bonus during a fight, sometimes even in a 1v1 fight, and it can tip the odds in your favor. Scout rifles don't benefit quite as much, though a low-magazine, high-damage scout rifle can still land some solid damage with precision shots at long range. And, if you're at long range, you have more time to empty a magazine fully while staying safe.

In PvE, this is a guaranteed damage bonus as long as you drain the magazine, but it is a small one similar to Final Round. There are generally other more effective mods to boost your damage output.

Metal Detector (Fusion Rifle only)

Increased chance for ammo drops.

Only found on Uncommon fusion rifles, Metal Detector simply increases your chances of finding more special ammo. This is a useful mod to find on a fusion rifle while leveling, though you are likely to replace it once you start finding Rare and Legendary weapons.

Mulligan

5% chance to reload a round into the magazine per shot.

Let's try that again... This mod gives you a chance to reload your weapon with another shot instantly, but only when you fire and miss. Don't expect this to trigger often with a rocket launcher, but when it does, it is a sweet feeling indeed.

This isn't a bad mod for sustained damage in PvE. It is functionally a percentage bonus to mag size that combines with Magazine stat mods, giving you the longest possible sustained damage output, particularly with a scout rifle. In PvP, it can occasionally save you from a reload in combat against multiple opponents, and you may earn an extra round every now and again with your sniper rifle or rocket launcher. Here, it's a nice mod.



Perfect Balance

+35 Stability, -20 Range.

A powerful Stability mod with a cost, Perfect Balance gives you a big Stability boost, but you pay for it with a significant Range penalty. Note that when combined with a strong sight, you can still deal full damage out to a good distance, but Perfect Balance isn't ideal if you prefer using iron sights at a medium distance.

Performance Bonus

25% chance to grant bonus ammo into inventory on a kill.

A simple but useful mod for PvE, Performance Bonus can improve your overall ammo efficiency significantly on lengthy missions with a lot of hostiles. The amount of ammo you gain depends on your specific weapon: 6 for pulse rifles, 3 for scouts, 2 for hand cannons, 5 for fusion rifles, 3 for machineguns, and 1 each for shotguns and sniper rifles.

In PvP, it is generally less useful, although landing this mod on a sniper rifle and getting a bit lucky can make for some nice streaks without stopping to refill. Sadly, this mod does not appear on machineguns at the Legendary level. Sorry about dashing your dreams of endless action-movie heroism.

Private Eye

50% bonus zoom when crouched.

Only appearing on weapons at the Uncommon and Rare level, Private Eye gives you a massive zoom boost while crouching. Private Eye is very useful on precision weapons while you're leveling in PvE, giving you added zoom only when you want or need it.

Quick Draw

+100 Handling, +10% Ready, +10% Away.

The queen of Handling mods, Quick Draw maximizes your ADS, Ready, and Away time with any weapon, and it also provides a boost to Ready and Away times beyond the normal cap for your weapon.

Because Handling is generally a subtle stat in terms of its effects on performance, Quick Draw doesn't have the overt power of Range- or Stability-boosting mods. Still, if you find a weapon with this mod on it, you will absolutely find it pleasing to use.

Instantly snappy ADS times and much faster raise/drop times for your weapon make for a smoother gunplay experience all around, help you get on target more quickly, and let you recover from sprinting or switching faster. Quick Draw doesn't have the maximum potential ADS speed of Snap Shot or the maximum potential Ready/Away times of Single Point Sling, but it does provide an all-in-one Handling package that is extremely powerful.

Rangefinder

10% bonus to Range, 20% bonus to damage falloff distance.



A very nice mod for long-range combat, this mod boosts your weapon's performance at a distance while in ADS. The increase to damage falloff essentially means that you'll be dealing 100% of your weapon's damage 20% farther than you normally would with any other Range-boosting mods, and this is an entirely unique effect.

Because this mod boosts Range while ADS, not your zoom factor, this can improve your long-range damage output without influencing your zoom magnification. This is handy if you have exactly the scope you like, with the level of zoom you prefer. This mod also bears special mention for shotguns, as it is a great mod for extending your single-shot kill range in PvP.

Vacuum

Doubles ammo pick-up radius.

A minor mod that only appears on fusion rifles at the Legendary tier, Vacuum simply doubles the range at which you can grab nearby ammo packs. Although this can occasionally help you snag nearby ammo from cover or save you a few seconds in the open, this is generally a dud compared to the other primary mods options.



Reactive Reload

Reloading after a kill grants 33% bonus damage for three seconds.

A powerful but conditional damage boost, Reactive Reload requires you to both kill a target and reload immediately. Paired with mods that boost reload speed, you have a deadly combination of fast reloads and bonus damage after a kill. However, because reloading after a kill puts a stop to your immediate damage output, this does require some adjustments to your playstyle to take full advantage of the power.

In PvP, if you can score a kill and quickly duck out of sight to reload with another target nearby, you can often use the damage bonus to keep your momentum rolling and score a multi-kill.

In PvE, on a weapon with strong reload mods or Class abilities that boost Reload, you can use Reactive Reload to efficiently string together damage bonuses across multiple targets, boosting your ammo efficiency and burst damage.

Return to Sender

25% chance to add a round to your inventory ammo on a kill.

Somewhat similar to Mulligan, though with less direct combat influence, Return to Sender instead offers you a considerably larger boost to ammo efficiency that effectively stacks with your overall Inventory stat.

A nice boost to ammo efficiency in PvE, Return to Sender can give you extra staying power on longer high-difficulty missions or Strikes. In PvP, there are generally better choices that have a more direct effect on combat outcomes.



Secret Round (Pulse Rifle only)

Missing a shot in a burst grants a fourth round.

Specific to pulse rifles, this mod improves accuracy and ammo efficiency. If one of your rounds in a burst misses, a fourth round is instantly loaded and fired, giving you a free extra shot.

In PvP, aiming for precision shots with this mod gives you a slightly better chance of scoring all three hits. Drilling an enemy with multiple bursts to the head can drop them extremely quickly if you can stay on target. In PvE, Secret Round can boost your effective ammo efficiency, and it's a slight bonus to your sustained damage output over time.

Send It

+50 Range, -30 Magazine and Inventory.

A powerful Range mod with a significant penalty, Send It only appears on scout rifles, hand cannons, and sniper rifles. The Magazine penalty is particularly harsh on hand cannons and sniper rifles, so be sure you're getting the maximum benefit from the Range boost. You don't want to clip most of the bonus on a weapon archetype that already has a good Range value.

The Inventory hit is fairly minor in PvP, but it isn't kind to you in PvE. Other mods can give you similar performance benefits without the loss of ammo efficiency.

Single Point Sling

+50% Ready and Away, +10% movement speed.

A powerful Handling mod, Single Point Sling provides a percentage-based boost to Ready and Away times (though it does not speed your ADS), as well as a 10% movement speed boost in or out of ADS! The movement speed benefit is entirely unique to the Single Point Sling, and the Ready and Away benefits make for amazingly quick weapon switching and faster recovery for your weapon from sprinting.

To obtain the maximum benefit from Single Point Sling, seek out a weapon archetype that has a strong Handling value to begin with—Single Point Sling's percentage-based boost can push you well beyond the normal cap. Keep your eye out for a shotgun with a Single Point Sling; fast switching to a shotgun can be quite nice in PvP.

Maxing Your Movement Speed

Single Point Sling and Lightweight both provide a movement speed boost, but Single Point Sling is superior in almost all cases. The only exception is that once your Agility is capped, Lightweight can outperform the sling. So, for Hunters looking for maximum go fast-ness, cap your Agility and bring a Lightweight weapon; otherwise, stick with Single Point Sling. One important note, however: while the Single Point Sling is typically superior for raw movement speed, it does not boost your jump height in the same way that Lightweight does. Ultimately, Lightweight remains a better choice for overall battlefield mobility.

Skip Rounds

Increases bullet ricochet chance.

All regular bullets in Destiny have a chance of bouncing off a surface depending on the material of the surface in question, the angle from which they impact, and a bit of chance. Skip Rounds increase that chance considerably, opening up the possibility for some trick shots that would otherwise be extremely unlikely or impossible.

Skip Rounds is an entirely unique mod. It doesn't outright improve weapon performance in any quantifiable way, but it can let you get some kills that aren't normally possible. Oh, and it makes for a damn nice highlight reel in PvP...send in those online submissions!

Snapshot

+30% ADS speed.

Snapshot provides a large bonus to ADS time, potentially allowing your weapon to exceed its normal archetype cap for Handling's ADS speed. As with Single Point Sling, to get the maximum benefit from Snapshot, seek out a weapon archetype with a naturally high Handling mod. This allows Snapshot to push the ADS time past the normal Handling cap.

Ultra-fast ADS times make a weapon feel incredibly responsive, though the benefit is typically less than that of a more overtly power-boosting mod in PvE. In PvP, it is likewise not an obviously powerful mod, but it can absolutely affect the outcome of a fight (it's particularly strong on shotguns and sniper rifles for quick-aimed shots).

Snapshot also pairs well with the Rangefinder mod on shotguns. The faster ADS time activates the Range bonus more quickly, giving you a better chance of landing a one-shot kill in PvP.

Speed Reload

+50 Reload.

Sadly only appearing on Rare-quality weapons, Speed Reload works as advertised, giving you a very large bonus to reload speeds. This is essentially the little sister of Flared Magwell, and until you can find a Legendary weapon to replace your favored Rare, this mod functions similarly and effectively, with no downside.

Spray and Play

50% faster base reload when magazine is empty.

A useful and easily triggered Reload boost, this mod demands that you fully empty your magazine to gain its benefit. This can encourage wasteful ammo use, but it can also help you reload when you really need it.

In PvE, as long as you're keeping your shots on target, this can be a boost to sustained damage. Dump your mag, reload more quickly, and repeat. In PvP, this can occasionally save your life if you burn your entire magazine on one opponent, and a second comes seeking revenge while you're reloading.

The reload speed bonus is not as large as some of the other Reload mods, but it is quite easy to trigger.

Surplus

Doubles amount of ammo gained from each ammo pickup.

Appearing on sniper rifles, machineguns, and rocket launchers at the Legendary tier, Surplus is an awesome mod for boosting your sustained damage output and ammo efficiency in PvE.

In PvP, grabbing extra heavy ammo is extremely powerful and can give you an edge when the heavy ammo spawns. Just be careful not to give your bonus ammo to the enemy team by rushing headlong into a fight and dying.

Persistence

Accuracy improves as you fire.



Persistence is great for your accuracy, though it's usually not so great for your ammo conservation. Persistence boosts your accuracy by up to 20%, influencing how accurate your shots are as you hold down the trigger, but that value is scaled over the life of your magazine as you shoot. That is, at the beginning of your mag, you're only getting a small bonus. By the halfway mark, it's more noticeable, and it increases to the cap as you reach empty.

If you favor very aggressive play, this can be a nice mod in PvP on auto rifles and machineguns with large magazines. Boosting your accuracy as you hose down multiple targets can score you kills. In PvE, you can mitigate the potential ammo consumption problems if you are skilled at controlling recoil, especially if your weapon has good Stability.

Take a Knee

Accuracy improves when firing crouched.

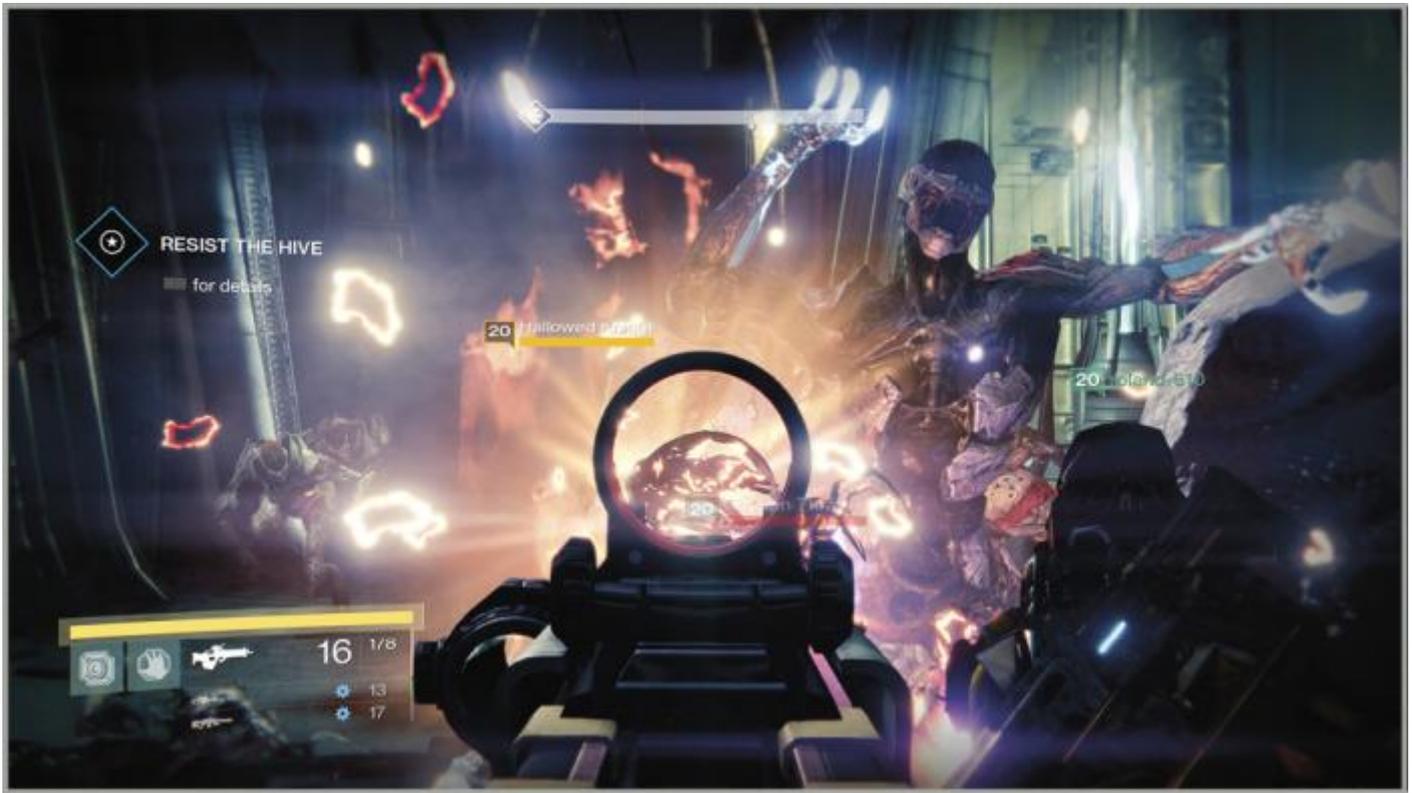
This doubles your accuracy while crouched, making your shots very accurate at long range. While crouching in PvP is usually a bad idea, you can take advantage of the accuracy boost fairly safely when taking shots at distant targets from behind hard cover. In PvE, this is a great mod for sharpshooting (even with a machinegun) because you can turn it on whenever you want and disable it just as easily.

Take Cover

Don't just take a knee: take a knee behind low cover, ADS to raise your line of sight, and open fire with the accuracy bonus intact and cover between you and your prey!

Third Eye

Grants radar while in ADS.



Exclusive to Legendary weapons, Third Eye is a very powerful situational awareness mod. This is of critical importance in PvP matches, where having your Motion Tracker active while ADS can save your life and let you get the jump on someone trying to sneak up on you. Sniper rifles do not normally gain access to this mod, though a few very lucky and persistent Guardians might find an exception to that rule.

In PvE, Third Eye is generally less important, particularly in a Fireteam. However, if you often play solo, it can still be helpful, especially for tougher missions.

Tripod (Rocket Launcher only)

Add an additional rocket to the rocket launcher magazine.

The only thing better than two explosions is three. About as simple and straightforward as you can get, this mod gives you more boom in your boomtube, granting you amazing destructive power in both PvE and PvP.

Tracking

Lock on tracking while zoomed.

Exclusive to rocket launchers, this mod allows you to lock on to a target while aiming in ADS. The rocket is self-guided once you fire it. This mod is amazing for landing a perfect detonation on distant targets. Just be careful that hostiles don't pick you off while you're aiming.

Who's Next

150% faster reloads after a kill.

This mod gives you a lightning-fast reload after you kill an enemy. Given the ease of triggering this mod, this is a strong mod to have in both PvE and PvP, reducing combat downtime. This can also stack with an already high Reload stat, giving you truly amazing reload times.

Who's Next is a functionally superior version of Feeding Frenzy, but its distribution across weapon rarities and mod slots is a bit different. Who's Next appears on auto rifles, fusion rifles, machineguns, and rocket launchers at the Legendary tier.

For a truly, hilariously, quickly reloading weapon, track down a Legendary auto rifle equipped with Feeding Frenzy and Who's Next.

Zen Moment

Stability increased with each hit.



This boosts your Stability by a percentage, capping at 66% after five hits. This is a significant bonus, and while it doesn't last long, it can ensure that if you're on a hot streak, you become even more lethal as you score hits. The tricky part with Zen Moment is deciding if it's worth relying on when you're using a Legendary hand cannon or scout rifle that has an average or poor Stability value to begin with.

On a weapon with an already strong Stability value, Zen Moment may give you relatively little benefit, but to reap the rewards on a gun with more kick, you need a skilled hand.

Armory - Mod Lists

These lists show you precisely which sights, barrels, and mods can appear on which weapons, at which rarities. Not all mods are available on every weapon at every rarity, so if you're hunting for a specific combination of effects, use these tables to see if it even exists!

Optics and Barrels

The first category of selectable weapon mods, three of these come standard on all weapon types. Most weapons have an optical attachment, and shotguns and rocket launchers have a variety of barrels with unique effects.

Important! Barrel and Sight Stat Effects

Barrels and sights both have slight effects on Range, Stability, Reload, Handling, and Damage stats. These stat value increases or decreases are only relevant for the weapon archetype charts, which show a weapon's possible stat ranges as a 1-100 value for easy comparison.

If a weapon has a stat range of Reload stat of 30-40, adding a SteadyHand IS Sight changes that range to 36-46, a bonus of 20% to 15% depending on the specific weapon you are using and where its Reload stat falls.

The mod stat charts show actual in-game times or numbers as appropriate, so adding "6" to a reload time of 2.5 seconds doesn't mean much! The only exception is Damage: barrels have a slight percentage modifier of the base damage of shotguns and rocket launchers.

Sight Stats		Optics	Range	Stability	Reload	Handling
Iron Sights	Description					
FastDraw IS	Standard sight. A lightweight design, good for recoil control.	—	—	4	10	10
SteadyHand IS	Stable sight. Optimized for excellent recoil control.	—	—	6	8	8
QuickDraw IS	Agile sight. Lightning-fast handling.	—	—	—	15	15
SureShot IS	Snapshot sight. Excellent handling. Superb target acquisition.	—	—	2	12	12

TrueSight IS	Flexible sight. Light, with good recoil control. Strong target acquisition.	—	—	5	8	8
Long Range	Description	Optics	Range	Stability	Reload	Handling
Focus Lens FLS2	Agile scope. Modest zoom. Light and snappy.	0.4x	8	2	—	—
Ranged Lens RLR5	Precision scope. Superb effective range. Heavy, with poor recoil control.	0.8x	15	-2	-3	-10
Ranged Lens RLS3	Mid-range scope. Good effective range and recoil control. Heavy and slow.	0.6x	8	3	-2	-7
Focus Lens FLA5	Sharpshooter scope. Long range, with enhanced target acquisition. Surprisingly light.	0.6x	10	—	—	—
Focus Lens FLAS10	Heavy-duty scope. Superb target acquisition and recoil control. Awful weight and handling.	0.8x	10	10	-5	-12
Red Dots	Description	Optics	Range	Stability	Reload	Handling
Red Dot-OES	Agile sight. For smooth engagement in close quarters.	0.2x	2	12	—	—
Red Dot-ORS	Accurized sight. For precise fire.	0.3x	6	9	—	—
Red Dot-OAS	Snapshot sight. Enhanced target acquisition.	0.2x	—	14	—	—
Red Dot-ORS1	Precision sight. Highest zoom in class. Enhanced range.	0.4x	8	6	—	—

Red
Dot-ORES

Flexible sight. Enhances
handling, range, and recoil
control.

0.3x

6

9

4

4

Sight Stats

Compare
rows: Select

Sniper Scop
e

Description

Optic
s

Rang
e

Stabilit
y

Reloa
d

Handlin
g

EagleEye
SLR20

Longest-range scope. Heavy
optics for pinpoint sniping.

5x

20

5

-8

-8

SightSys
SLS20

Very long-distance scope.
Superb target acquisition and
recoil control.

4x

15

8

—

—

TacSys
SLS15

Mid-zoom scope. Useful for
unpredictable situations.

2x

-10

15

5

5

Ambush
SLH25

Agile, snappy scope. Handles
beautifully. Rewards a skilled
hand.

0.5x

-15

20

10

12

LongView
SLR20

Long-range scope. Excellent
target acquisition. Improves
weapon range.

3x

15

-10

—

-3

ShortGaze
SLH10

Short-range scope. Quick to
aim, with good range.

0.5x

5

—

5

5

Hawkeye
SLR15

Mid-zoom precision scope.
Increased range and target
acquisition. Heavy.

2x

10

5

-8

-8

LongView
SLR10

Low-zoom scope. Improved
range and handling.

1x

8

-5

5

5

ShortGaze
SLH15

Long-range scope. Lightweight,
with improved target acquisition
and recoil control.

3x

—

10

8

8

Armory - Mod Stat Charts

The following charts have been created to show you two things: first, the effect that Legendary stat mods can have on a weapon of any archetype, and second, what the stat ranges translate to in terms of actual in-game effects. Some weapons do not have permanent mods for specific stats, but there may be temporary stat effects that you can get from your Primary or Secondary Mod slots that do affect that stat.

Because you can tweak stat mods as you see fit, you can tinker with the overall attributes of your weapon, particularly when you combine the changes by modifying the sight or barrel on your weapon, as well.

Important! Mod Stat Charts

These charts show you the effects of the stat mods in the game, which are the always-active mods that can have a dramatic impact on a weapon's performance. Additionally, these show the base stats for Legendary-quality weapons. If you are using an Uncommon or Rare weapon, its stats will be lower, but still in the same proportions. Remember that primary and secondary mods can affect various stats, but many of them have temporary or conditional effects to trigger their bonuses. To remind you of these effects, the possible primary and secondary mods that can impact the stat in question are listed directly below the charts. All charts shown here reflect stat values and mods available on Legendary weapons. If your Uncommon or Rare weapon has the same mod, the effects are identical, but remember that your weapon's base stats will be lower than those of a Legendary.



Temporary Damage Mods

This is a short collection of mods that can impact your damage. Other than the very small permanent bonuses from barrels on shotguns and rocket launchers, there are no permanently active mods that give large damage bonuses. You have to work for them!

Compare rows: <input type="text" value="Select"/>	
Name	Description
Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.
Crowd Control	15% bonus damage for three seconds after scoring a kill.
Glass Half Full	Bottom half of magazine does more damage, scaling from 0% to 6% per shot.

Headseeker	25% bonus precision damage on third hit of a burst.
Final Round	33% bonus damage on last shot in magazine.
Luck in the Chamber	33% bonus damage on one round in the magazine.
Reactive Reload	Reloading after a kill grants 33% bonus damage for three seconds.

Armory - Range Charts

Name	Description
Rangefinder	10% bonus to Range, 20% bonus to damage falloff distance.

Note that sniper rifle ranges may seem low, but remember that they have 4x zoom scopes by default. Therefore, their base ranges are 4x these numbers while in ADS, not counting any scope or mods you equip that improve magnification. Just don't bother hipfiring at distant targets.

Range in Meters

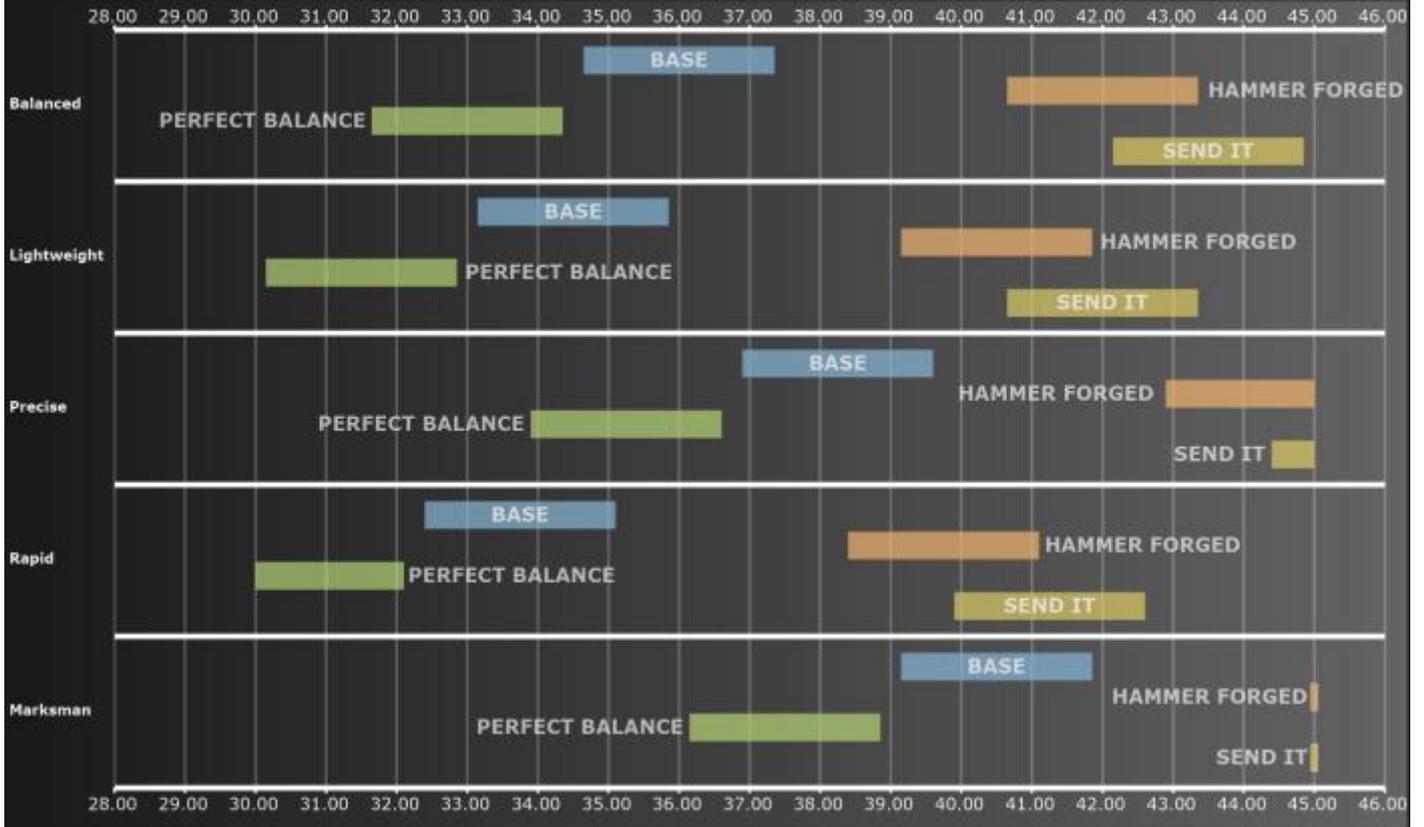
Primary Weapons



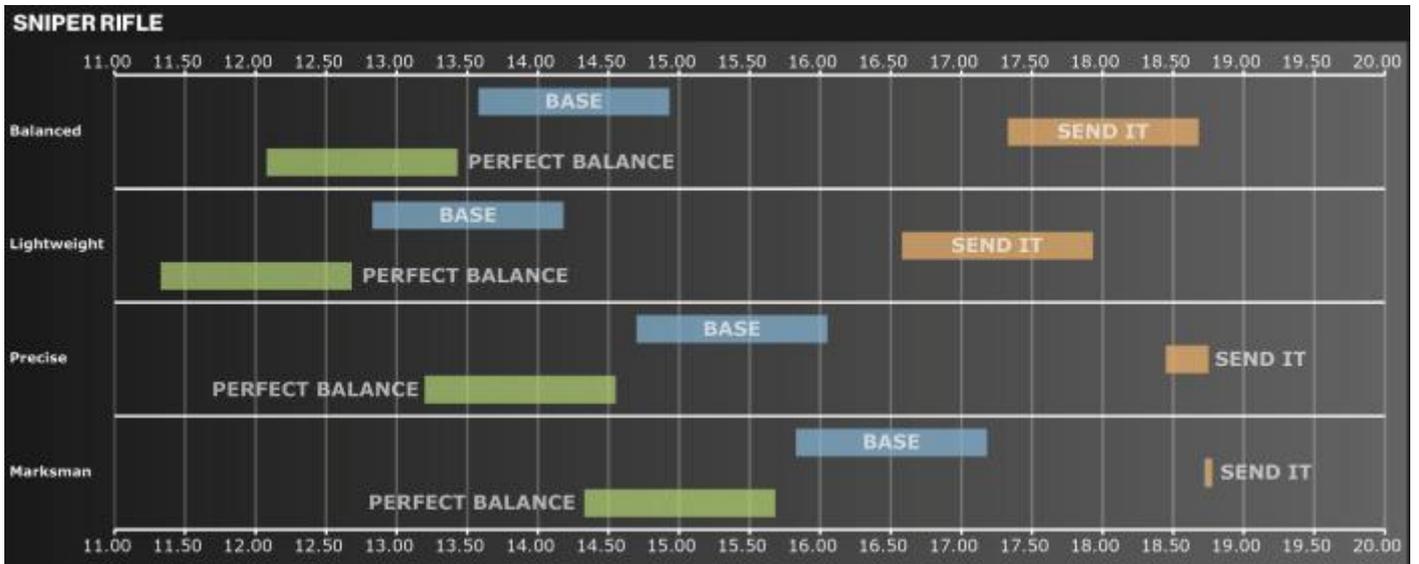
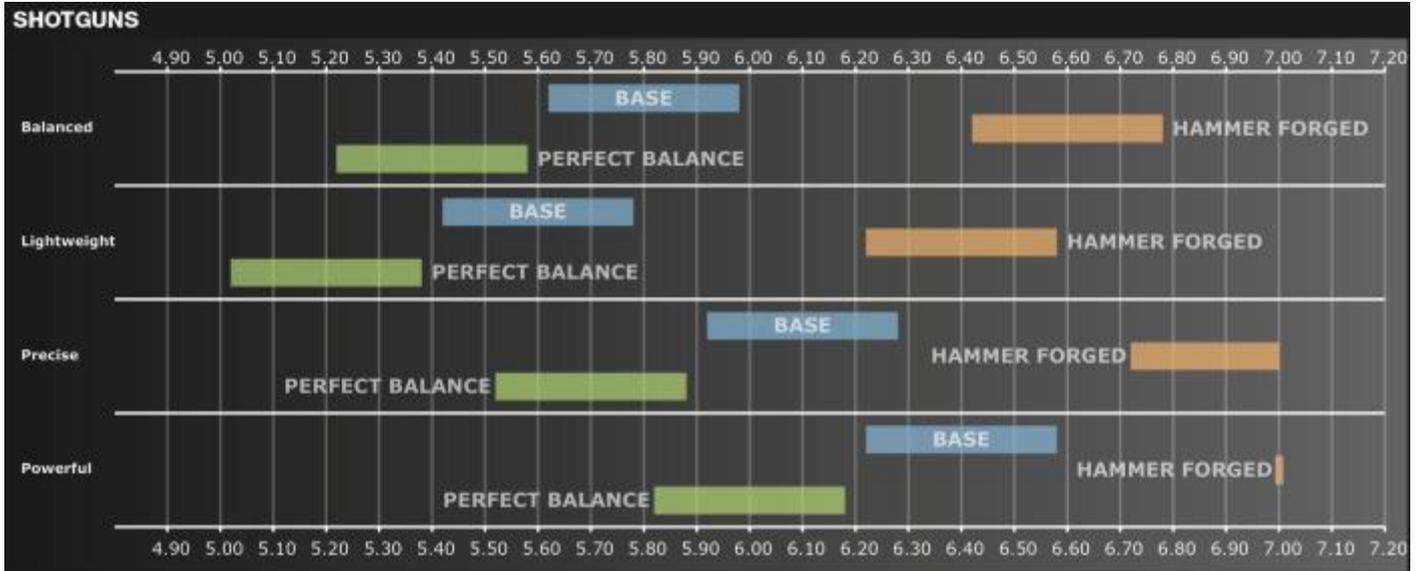
PULSE RIFLE



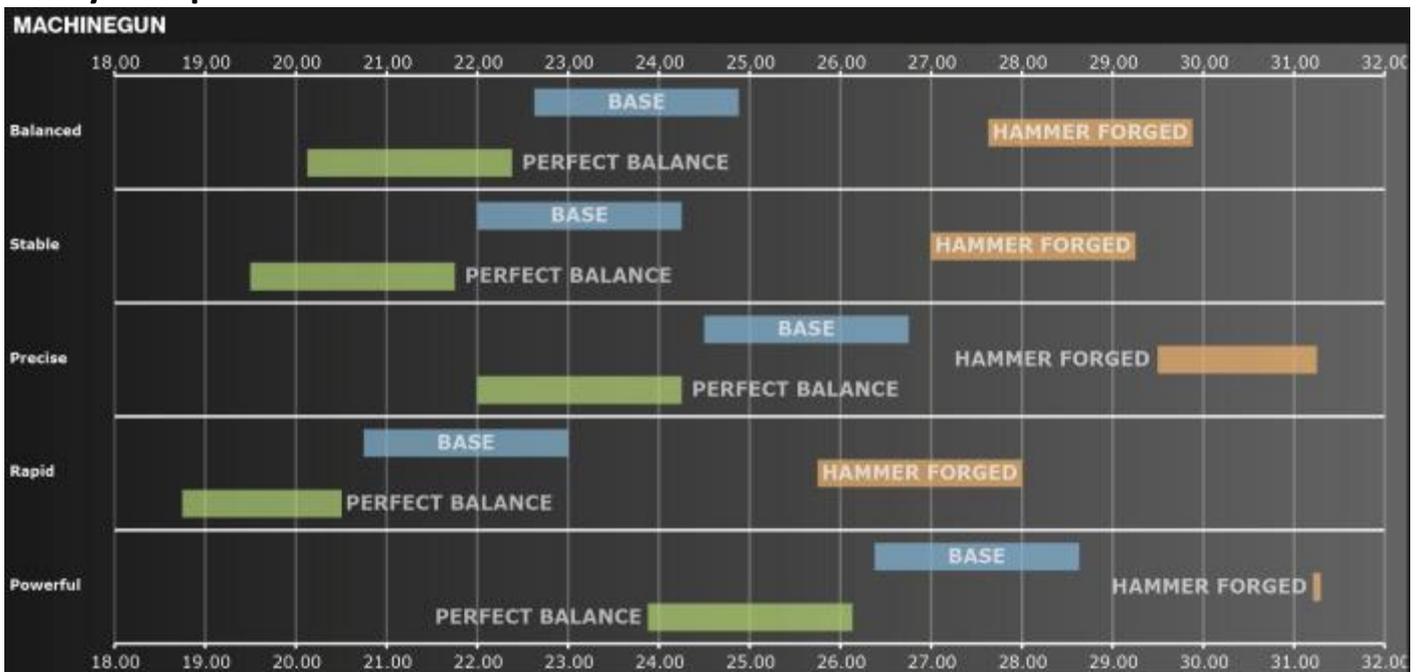
SCOUT RIFLE



Secondary Weapons



Heavy Weapons



Armory - Recoil Patterns

These recoil patterns should give you a rough idea of the basic recoil intensity and direction for a given weapon. Weapons that have very wide patterns can kick out far to the left or right. Tighter vertical patterns are generally easier to handle.

Remember that improving Stability or moderating your rate of fire reduces overall recoil. There are a few mods that also have an effect on recoil or accuracy but don't explicitly modify Stability.

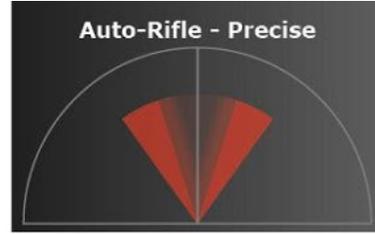
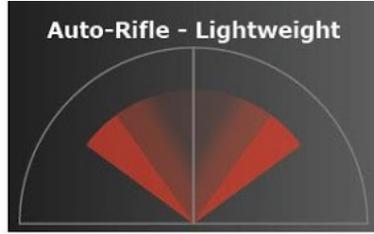
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Beneficial Accuracy Mods

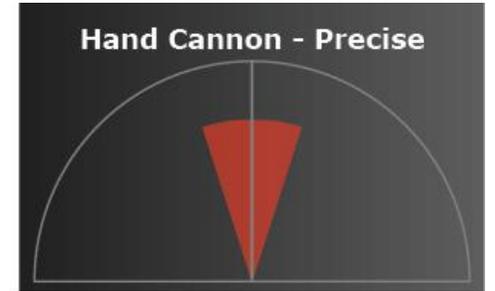
Name	Description
Counterbalance	Stabilizes recoil.
Hip Fire	Increased accuracy when hipfiring.
Unflinching	Heavily reduces Flinch.
Secret Round	Missing a shot in a burst grants a fourth round.
Take a Knee	Accuracy improves when firing crouched.

Primary Weapons

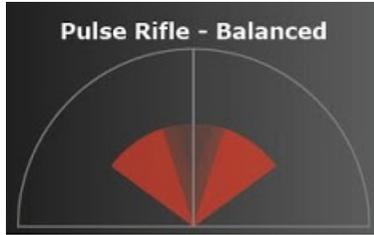
Auto Rifles



Hand Cannons



Pulse Rifles

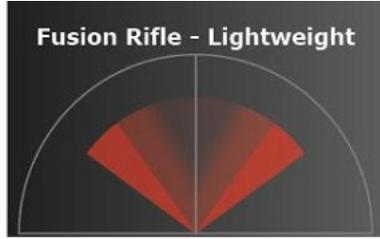


Scout Rifles



Secondary Weapons

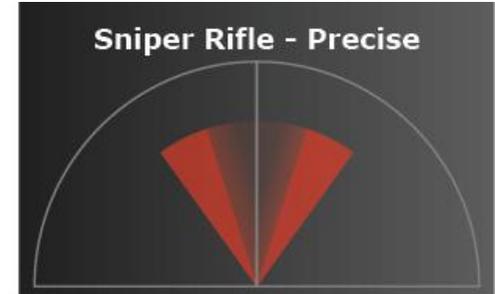
Fusion Rifles



Shotguns



Sniper Rifles



Heavy Weapons

There are no recoil plots for rocket launchers, for obvious reasons!

Machineguns



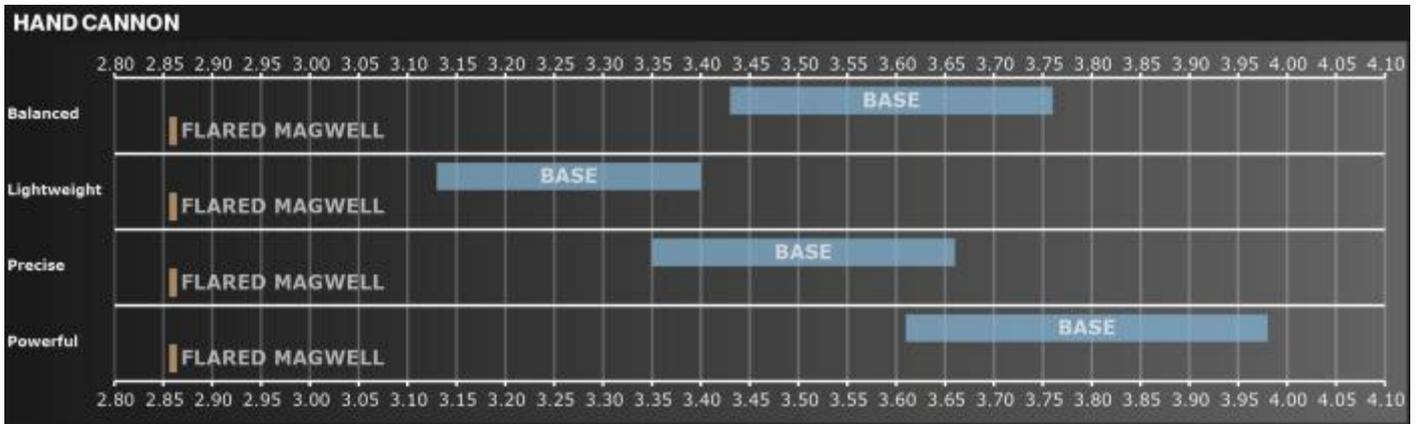
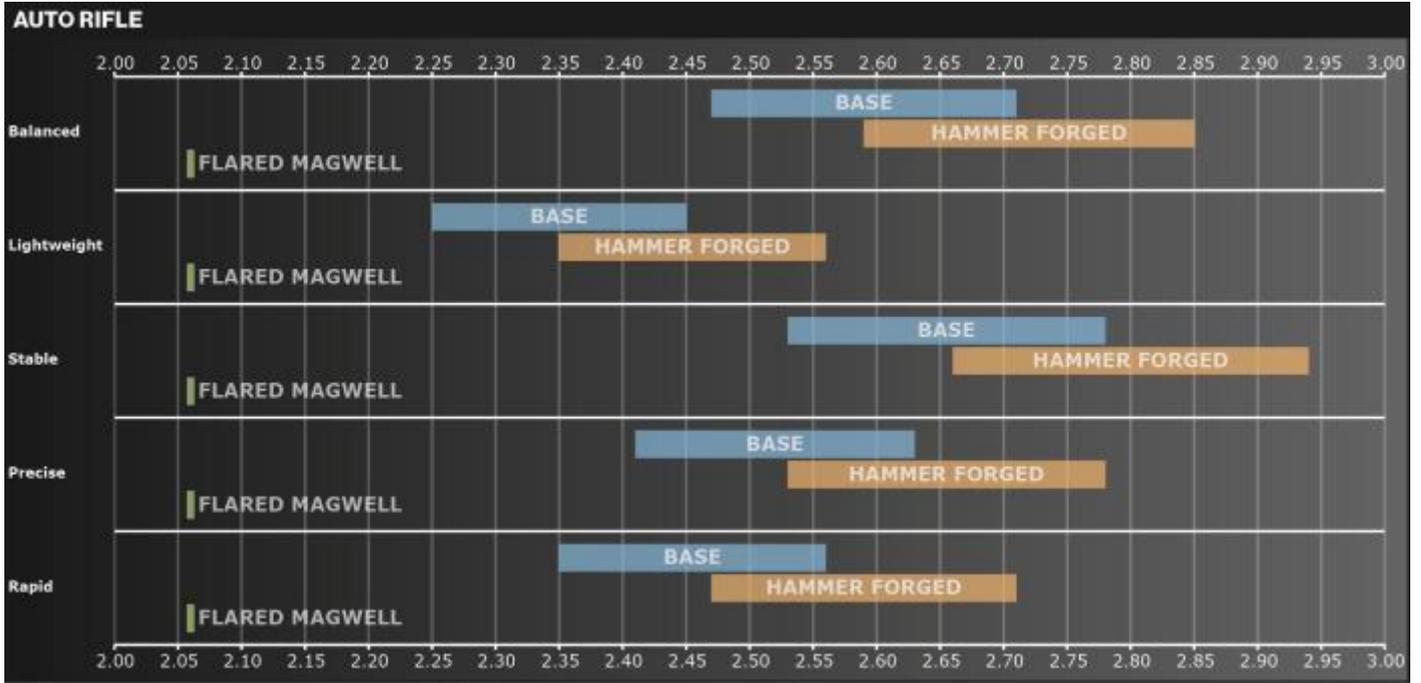
Armory - Reload Charts

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rows: Select

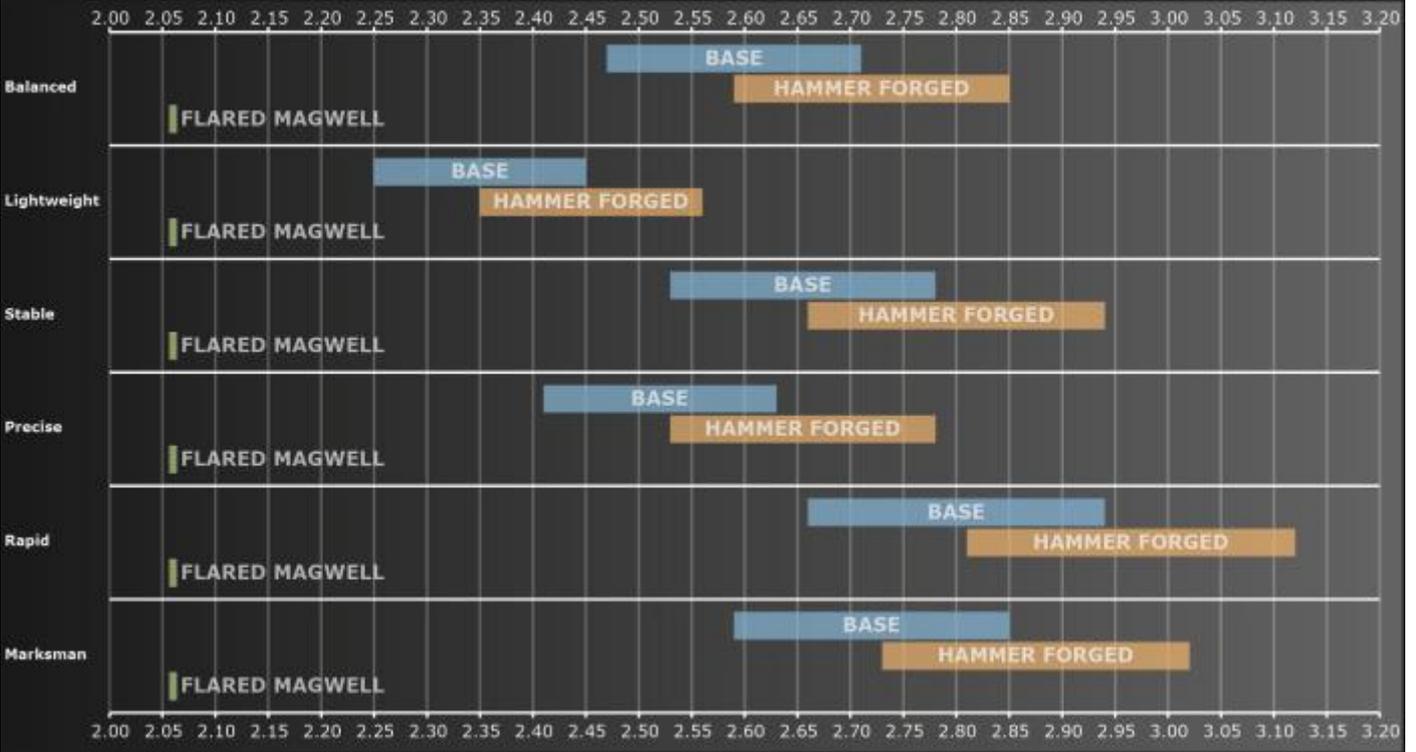
Name	Description
Cascade	150% reload speed after a melee kill.
Outlaw	150% reload speed after a precision kill.
Feeding Frenzy	120% reload speed after a kill.
Life Support	Restore 50% of magazine and reload 150% faster after a near-death kill.
Spray and Play	50% faster base reload when magazine is empty.
Who's Next	150% faster reloads after a kill.

Reload Time in Seconds

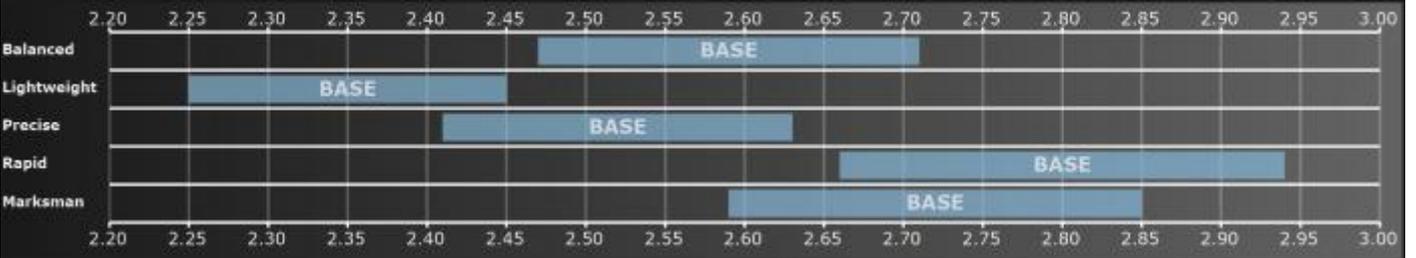
Primary Weapons



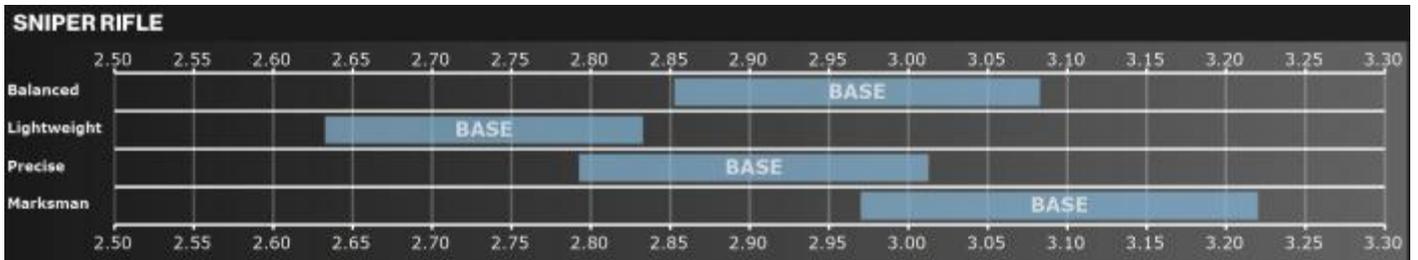
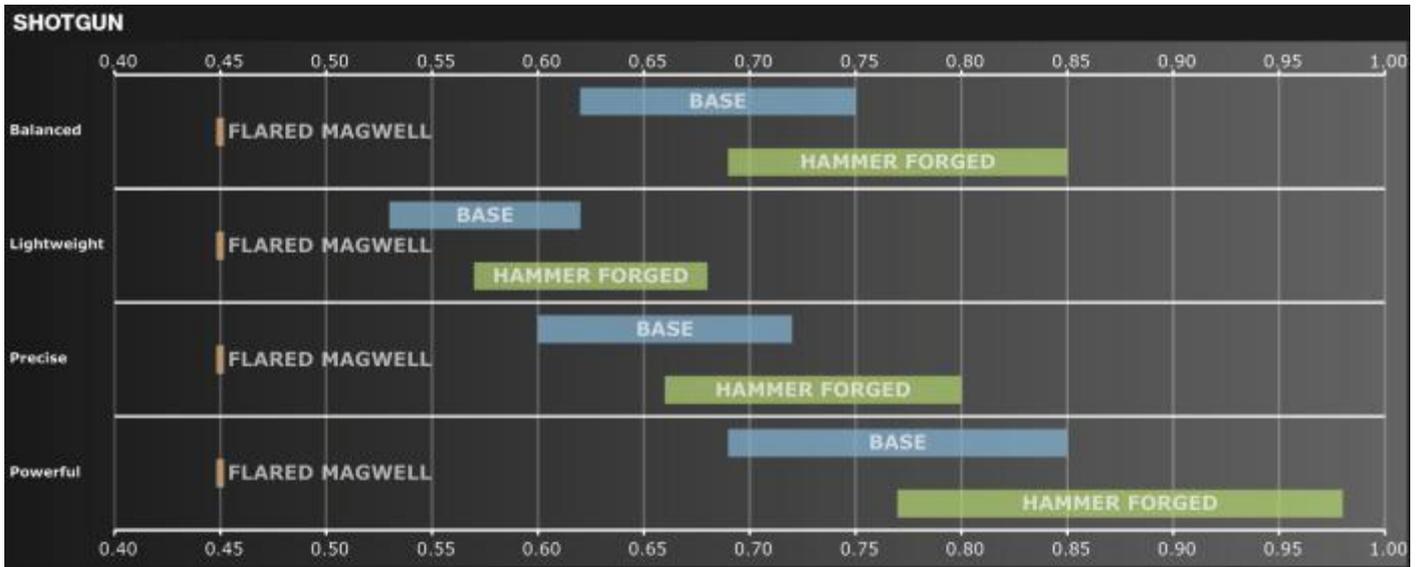
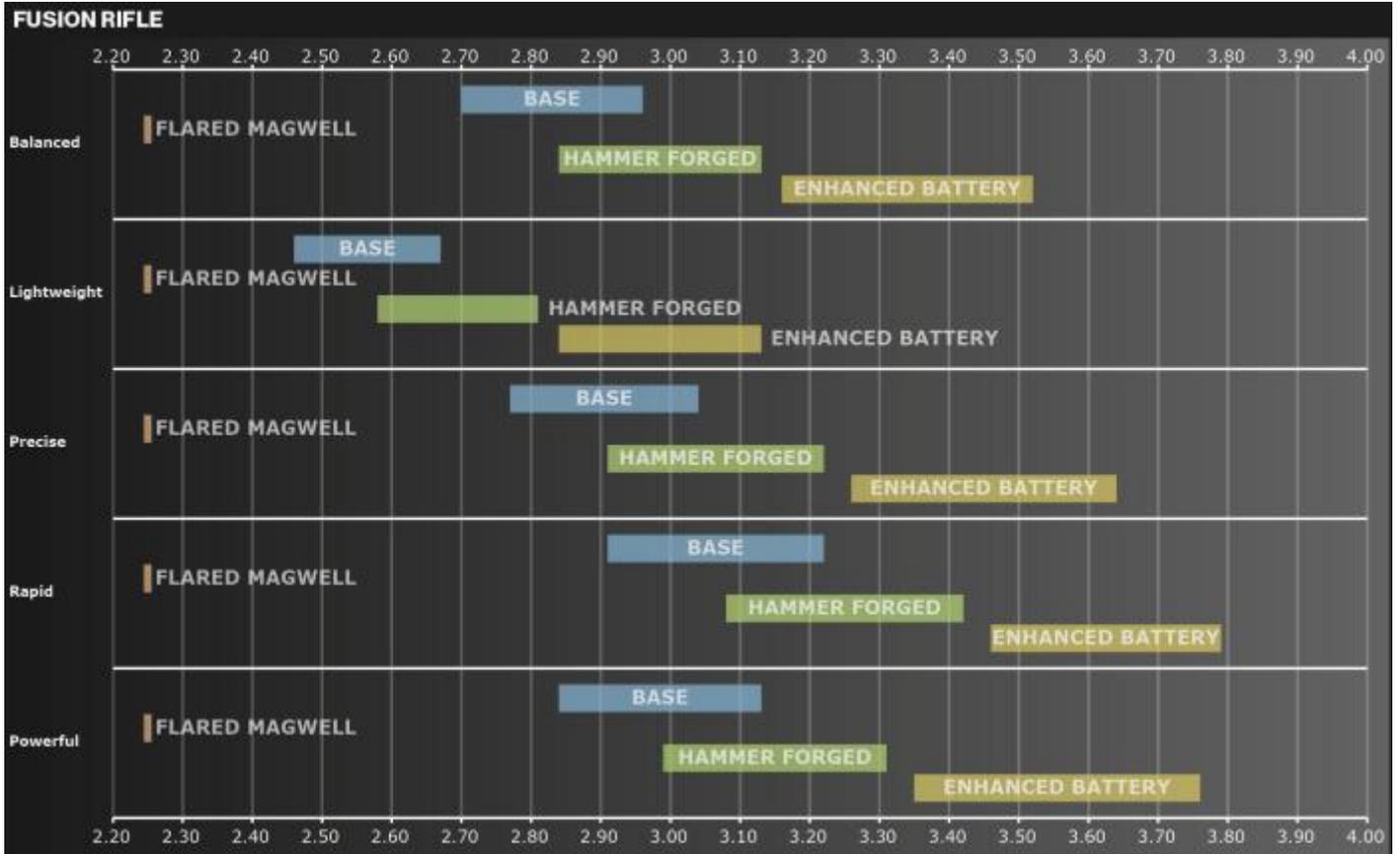
PULSE RIFLE



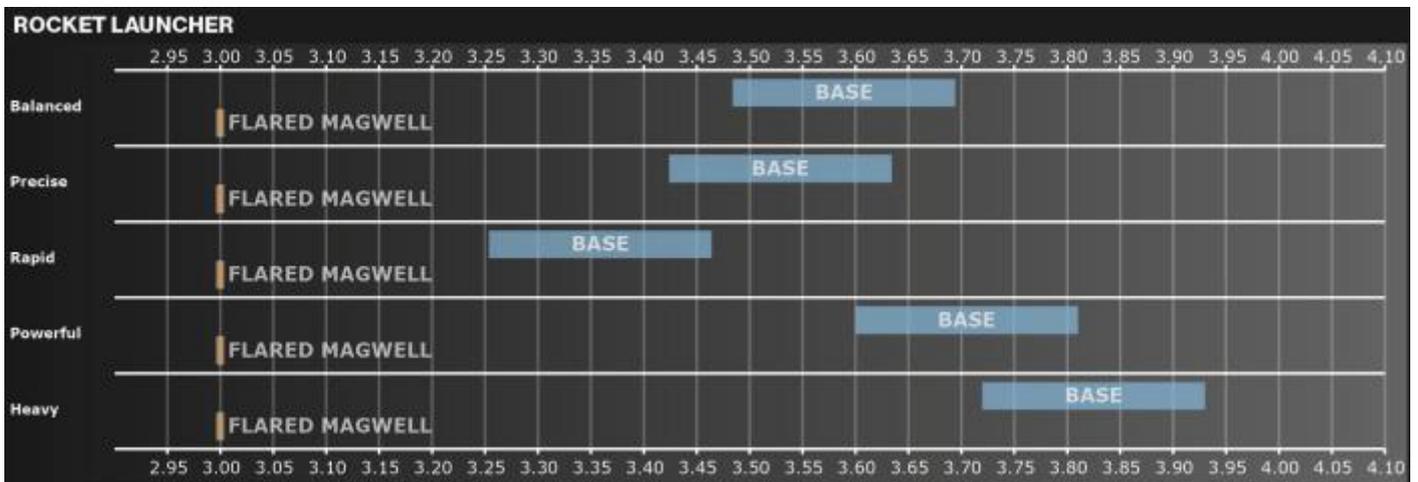
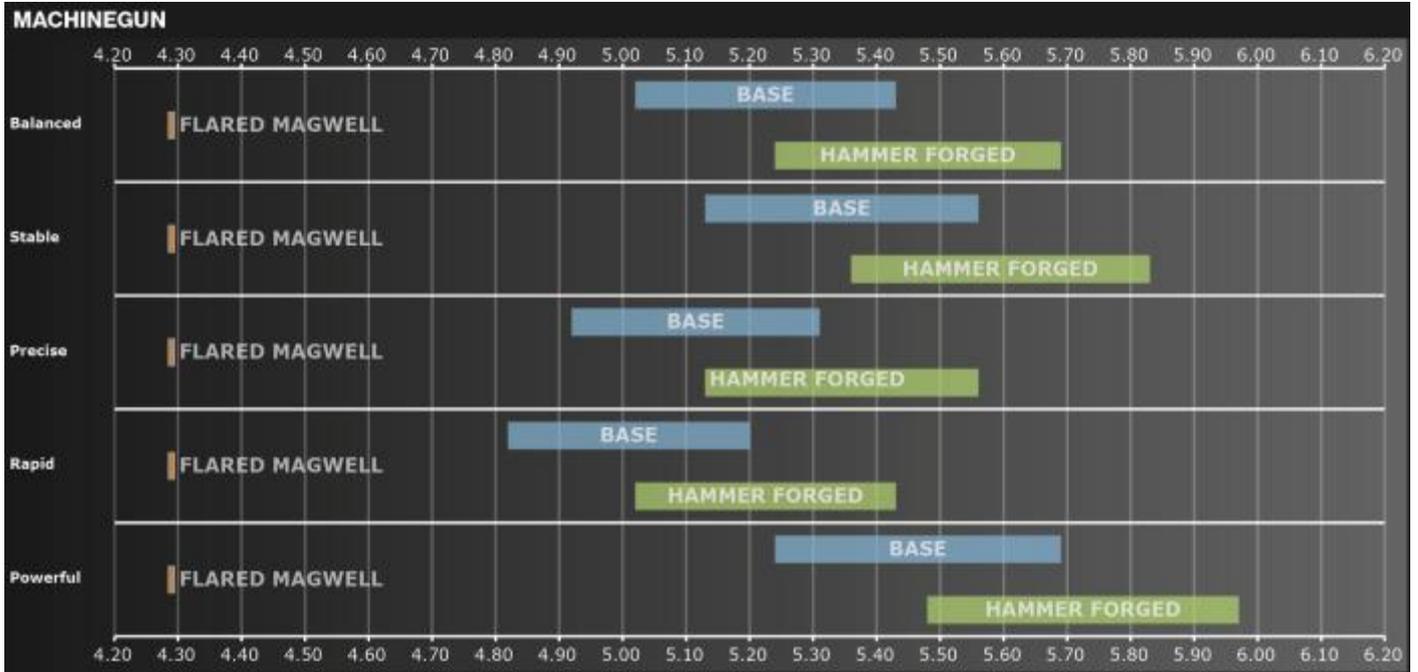
SCOUT RIFLE



Secondary Weapons



Heavy Weapons



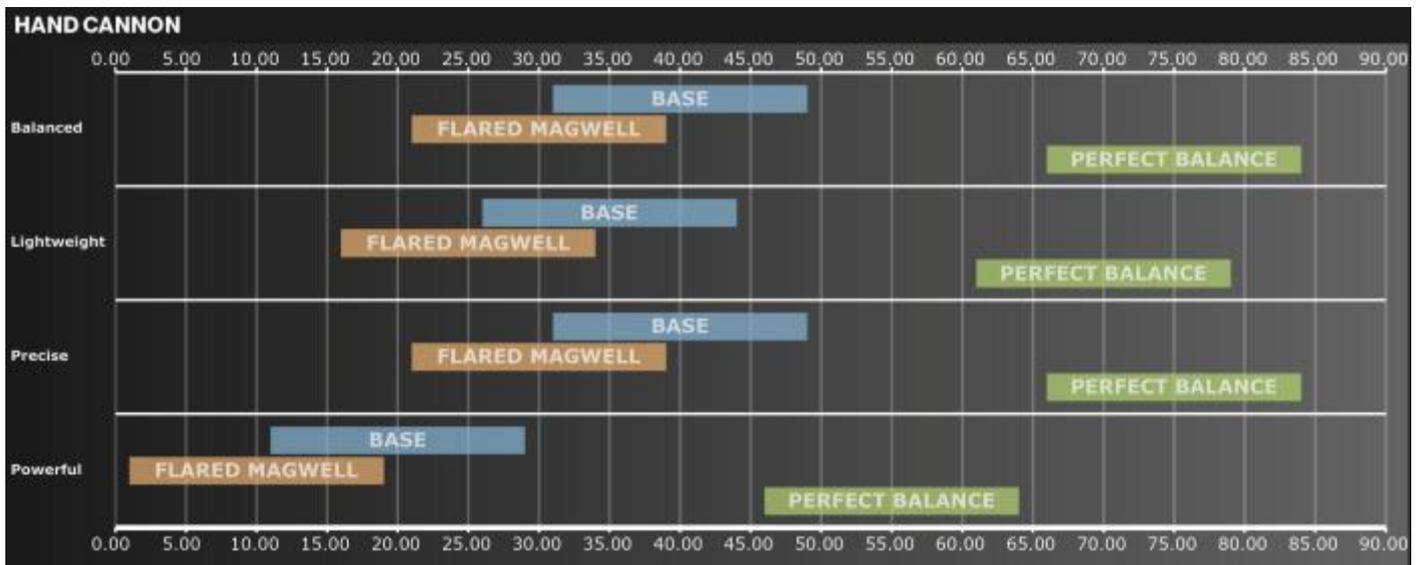
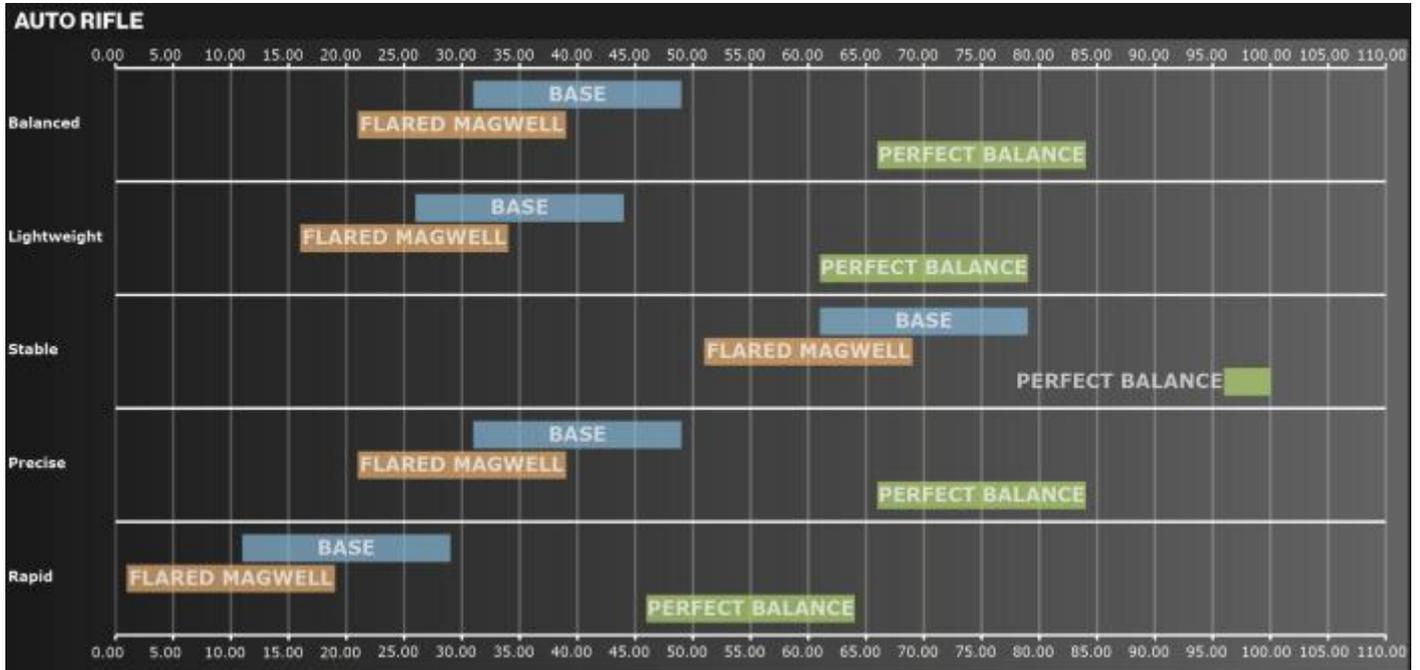
Armory - Stability Charts

Compare rows: Select

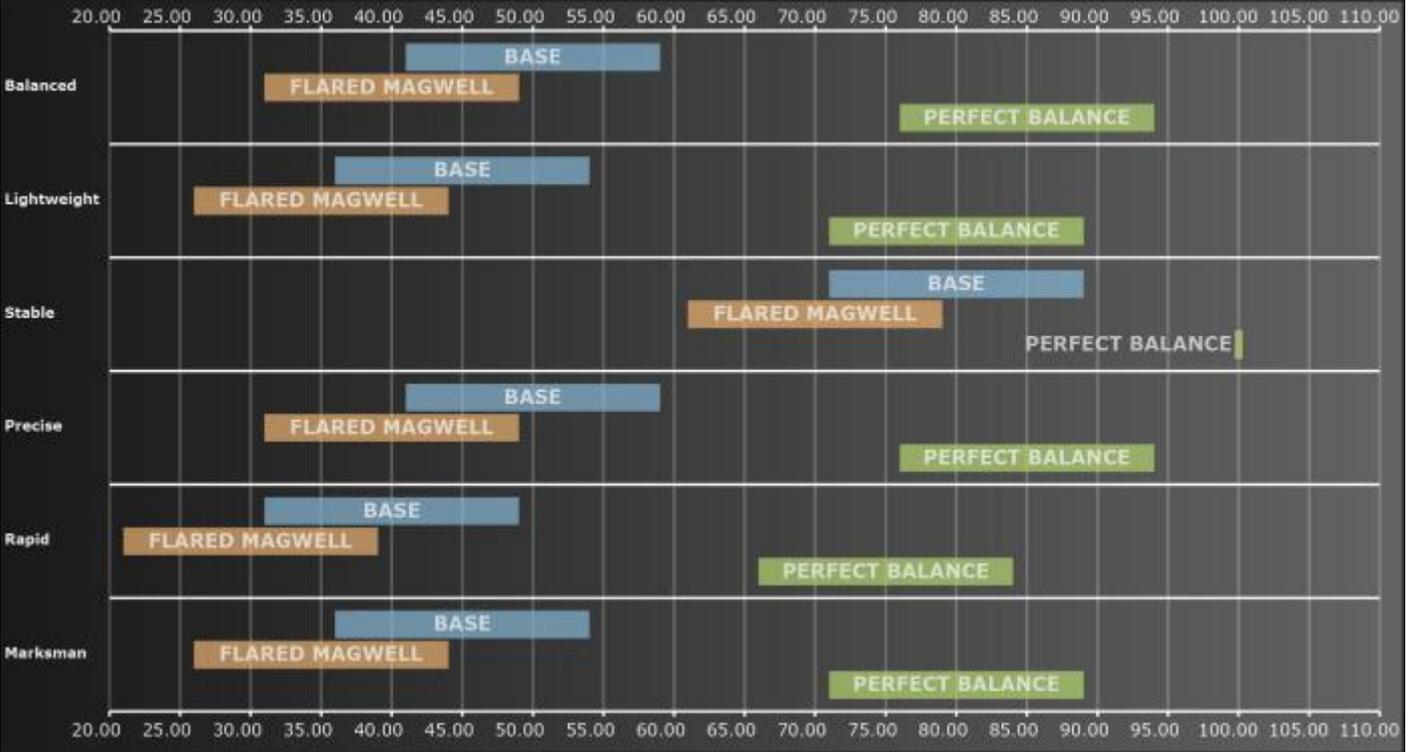
Name	Description
Persistence	Accuracy improves as you fire.
Zen Moment	Stability increased with each hit.

Relative Stability Values

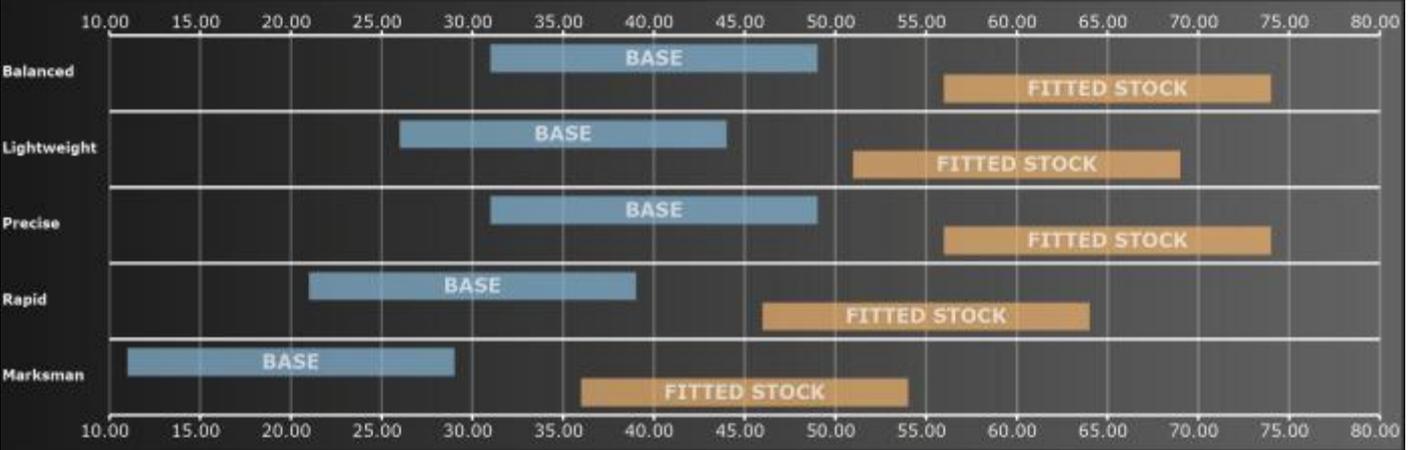
Primary Weapons



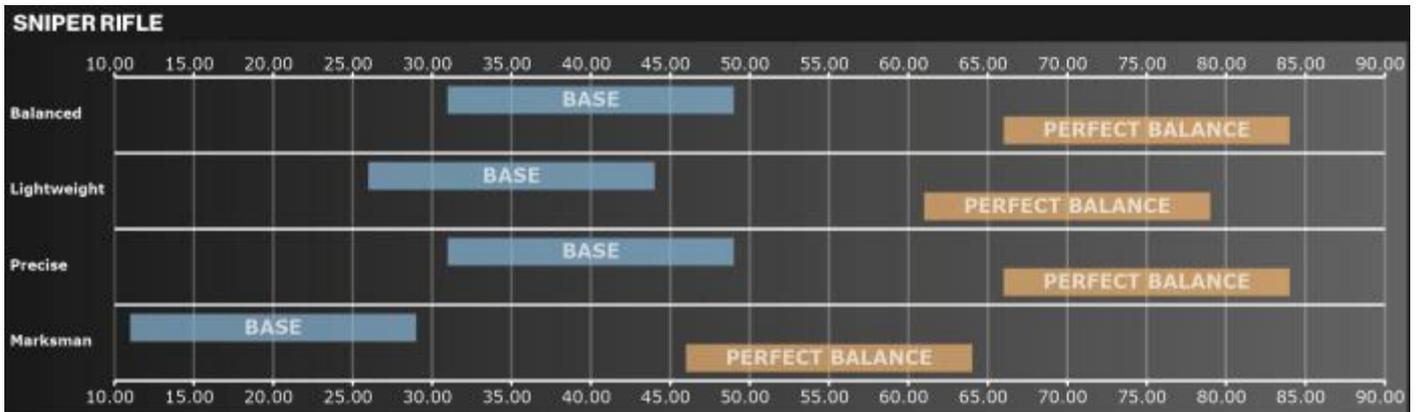
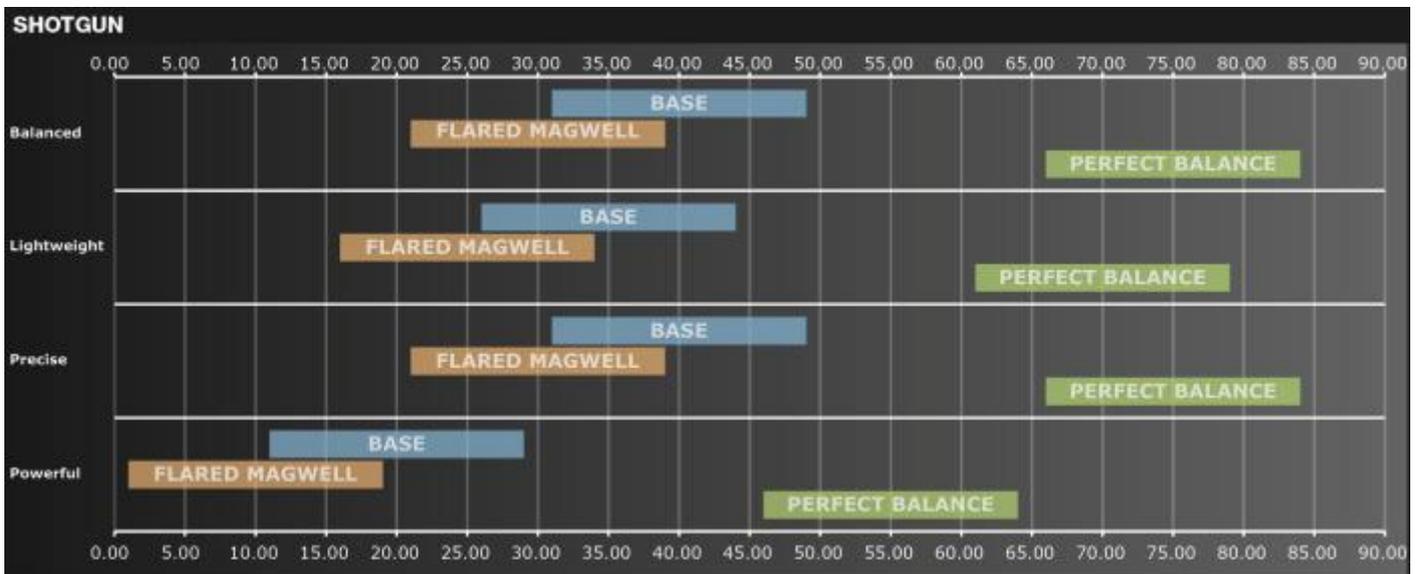
PULSE RIFLE



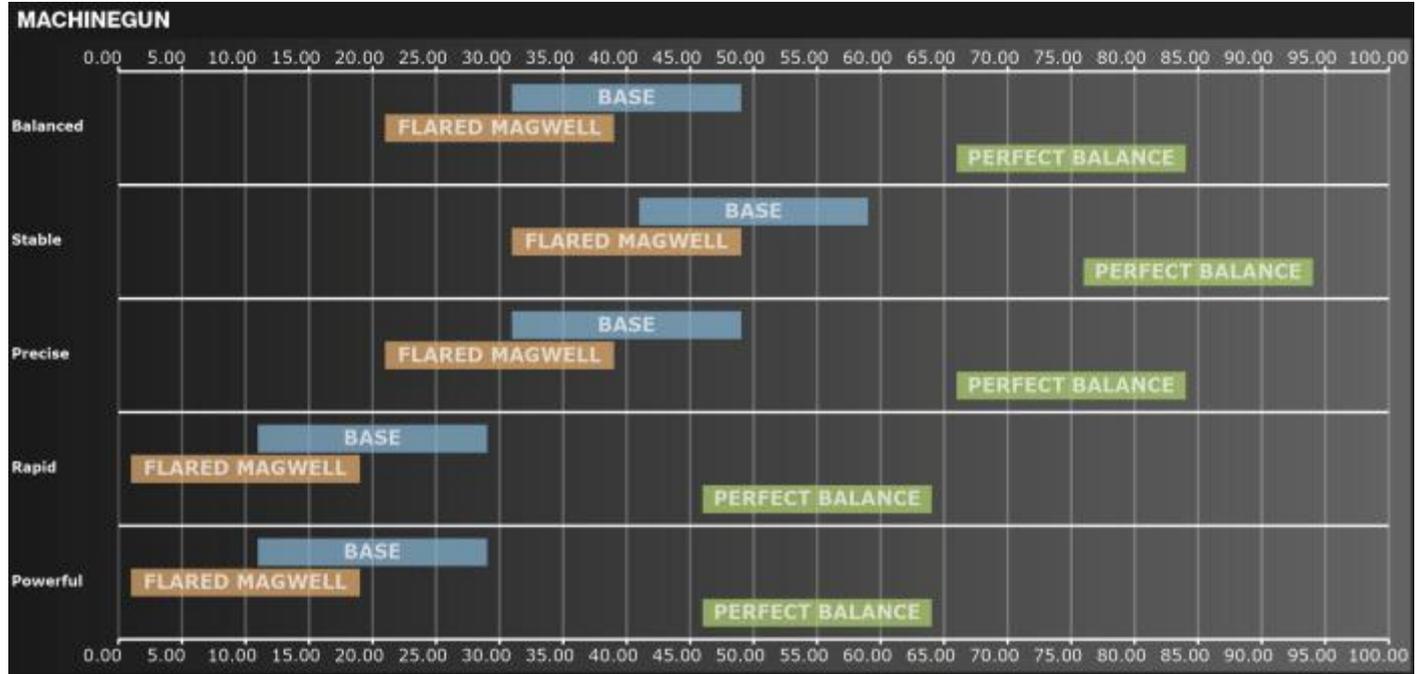
SCOUT RIFLE



Secondary Weapons



Heavy Weapons



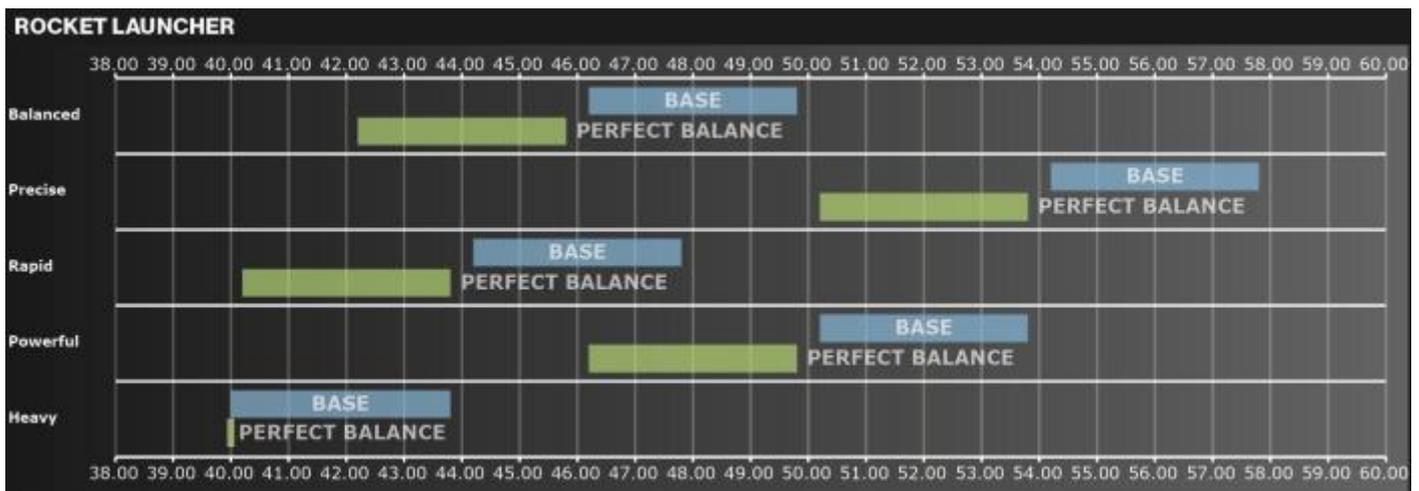
Armory - Velocity Charts

Fusion rifles and rocket launchers don't really have "range," per se. Fusion rifles suffer no damage falloff, though Range stats do affect their bloom reticle size, which is meaningful for hipfiring. Rocket launchers, obviously, fire rockets that don't care about distance.

These charts show the speeds at which fusion rifle blasts and rocket launcher rockets travel.

Speed in Meters/Second

Fusion and Rocket Speeds



Armory - Weapon Charts

The following charts covering all of the weapons in Destiny are designed to aid you in making decisions: which weapon you should buy with limited currency, which mods you should seek out, and which sights, barrels, and stat mods you should equip. You can acquire all of this information and more through a combination of playing the game and examining the charts contained here.

And remember that ultimately, while it is very useful to be able to compare the stats of weapons and see how they stack up to one another, what really matters is how good a weapon feels in your hands while you're playing Destiny.

Use this information to inform your decisions about purchasing new weapons and hunting for the ever elusive perfect gun, but don't let it blind you into assuming that a single superior stat always means a better gun. Tradeoffs is the name of the game, maximizing whichever stats matter most to you and minimizing the ones that affect you less.

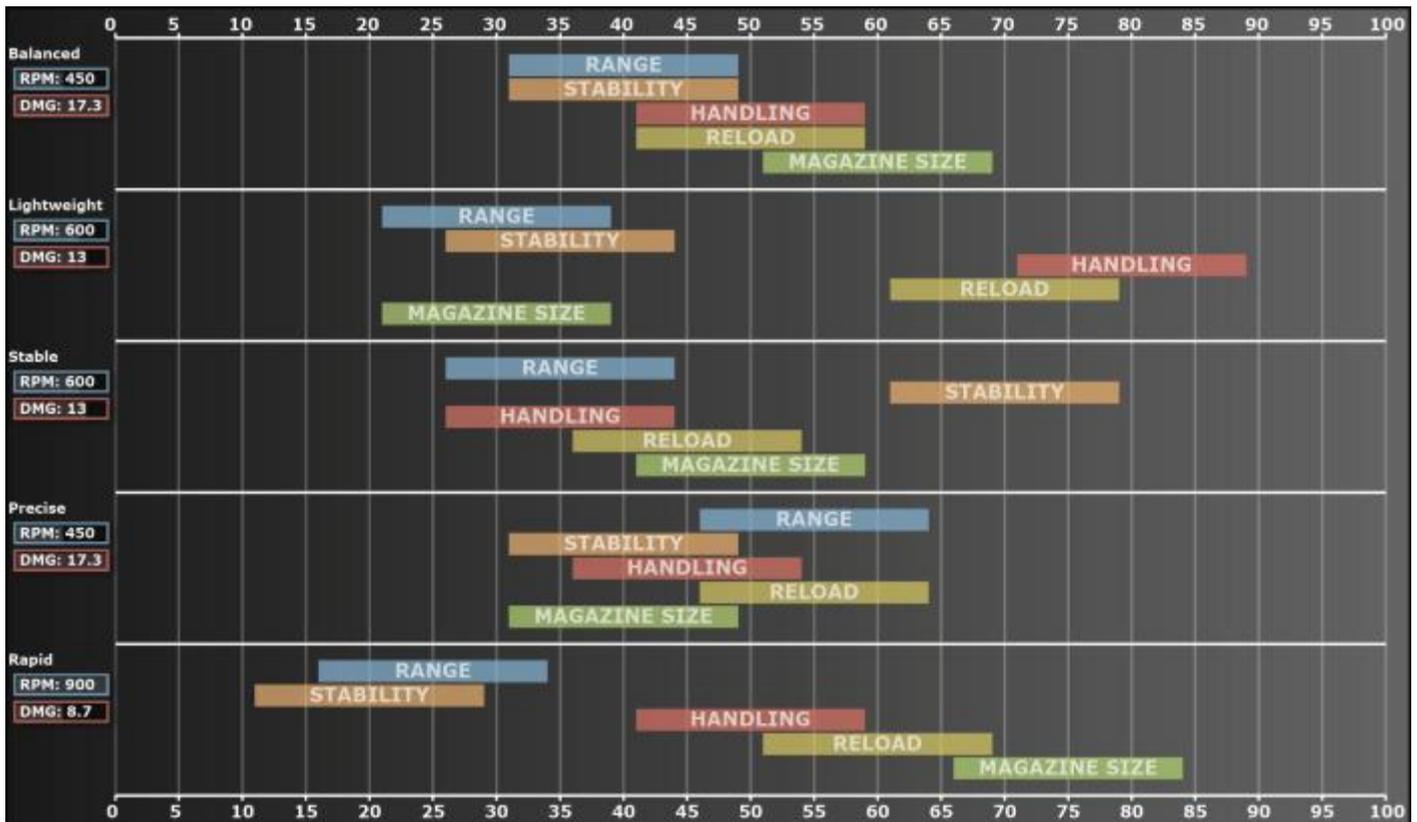
Weapon Archetype Stat Charts

The following charts show the relative stats of every weapon archetype in the game. This allows you to compare multiple stats between the different archetypes at a glance so you can see what makes up a weapon's "personality."

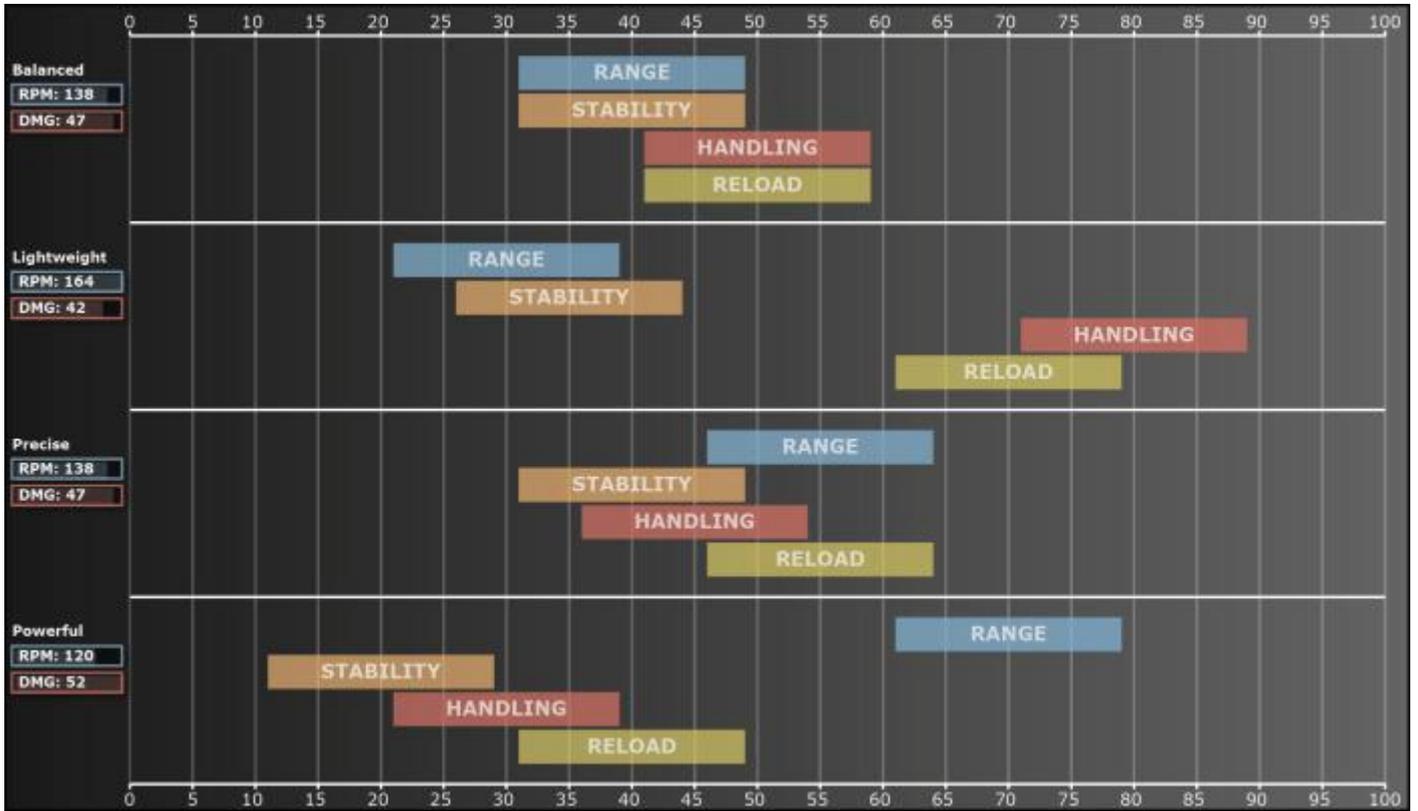
Don't forget that rate of fire, damage, and recoil all play a very important part in affecting the feel of a weapon. Likewise, mods can have a huge effect on the stats of a weapon. The mod stat charts below will outline some of those changes and show you what the stats translate to in-game, rather than displaying relative values.

Primary Weapons

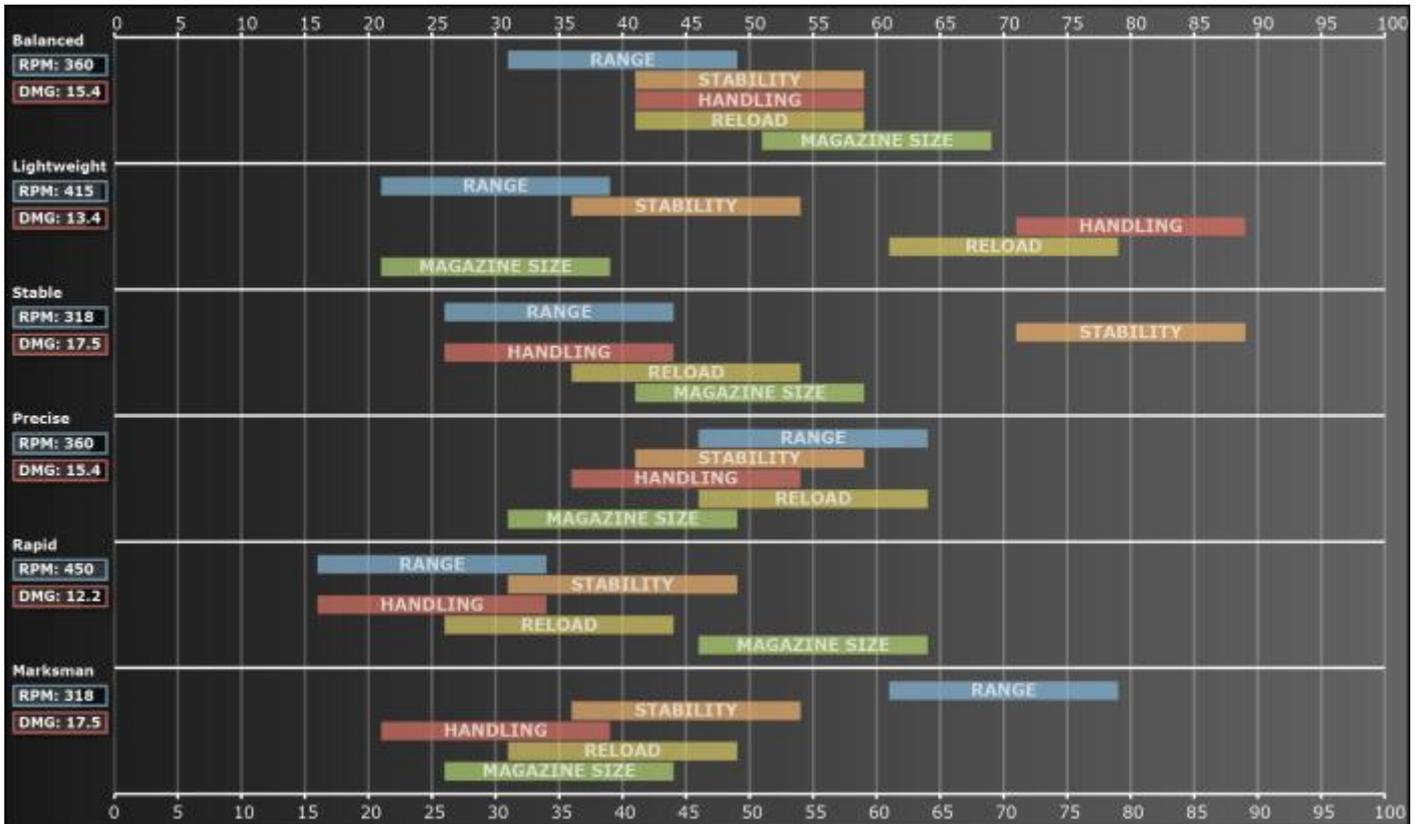
Auto Rifles



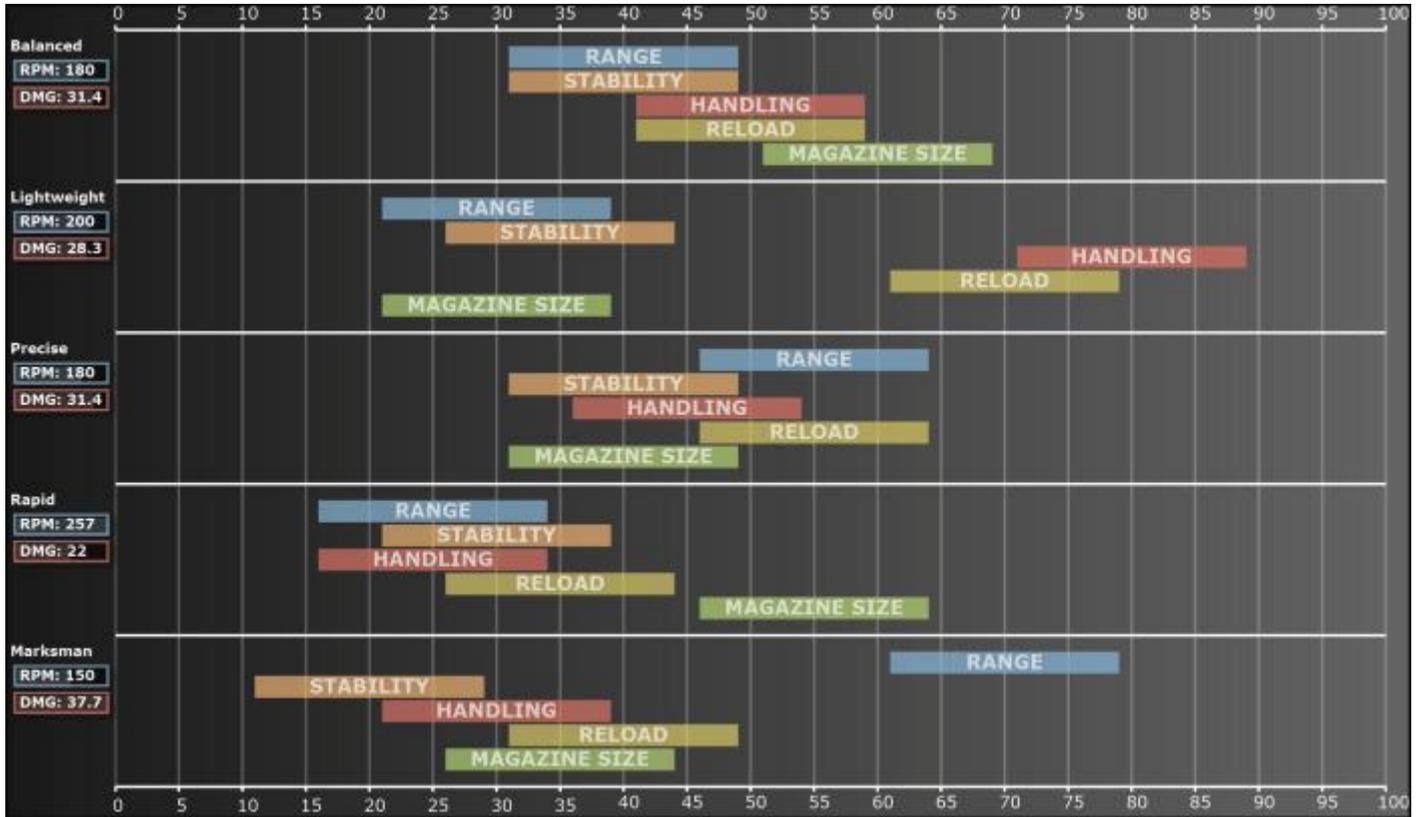
Hand Cannons



Pulse Rifles



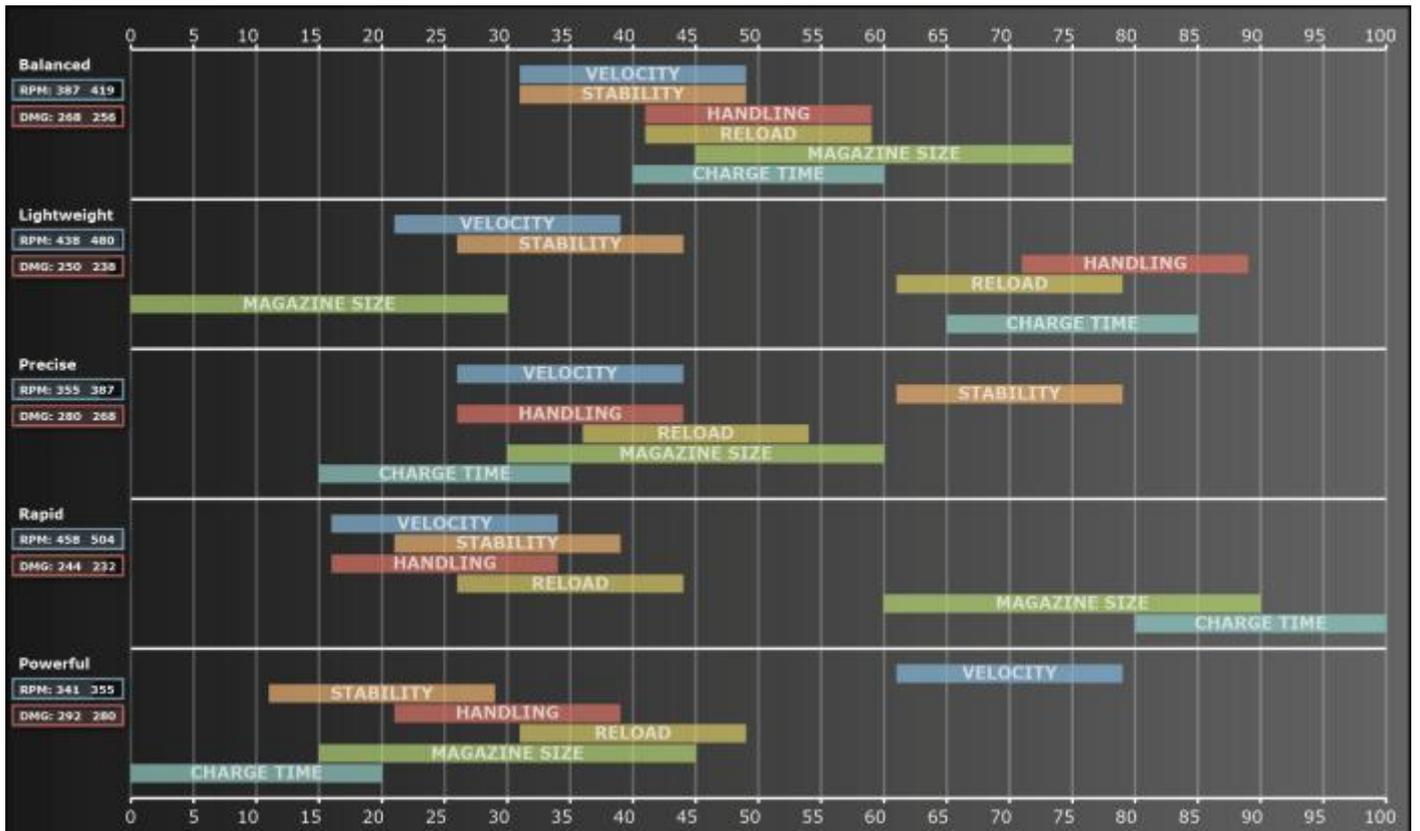
Scout Rifles



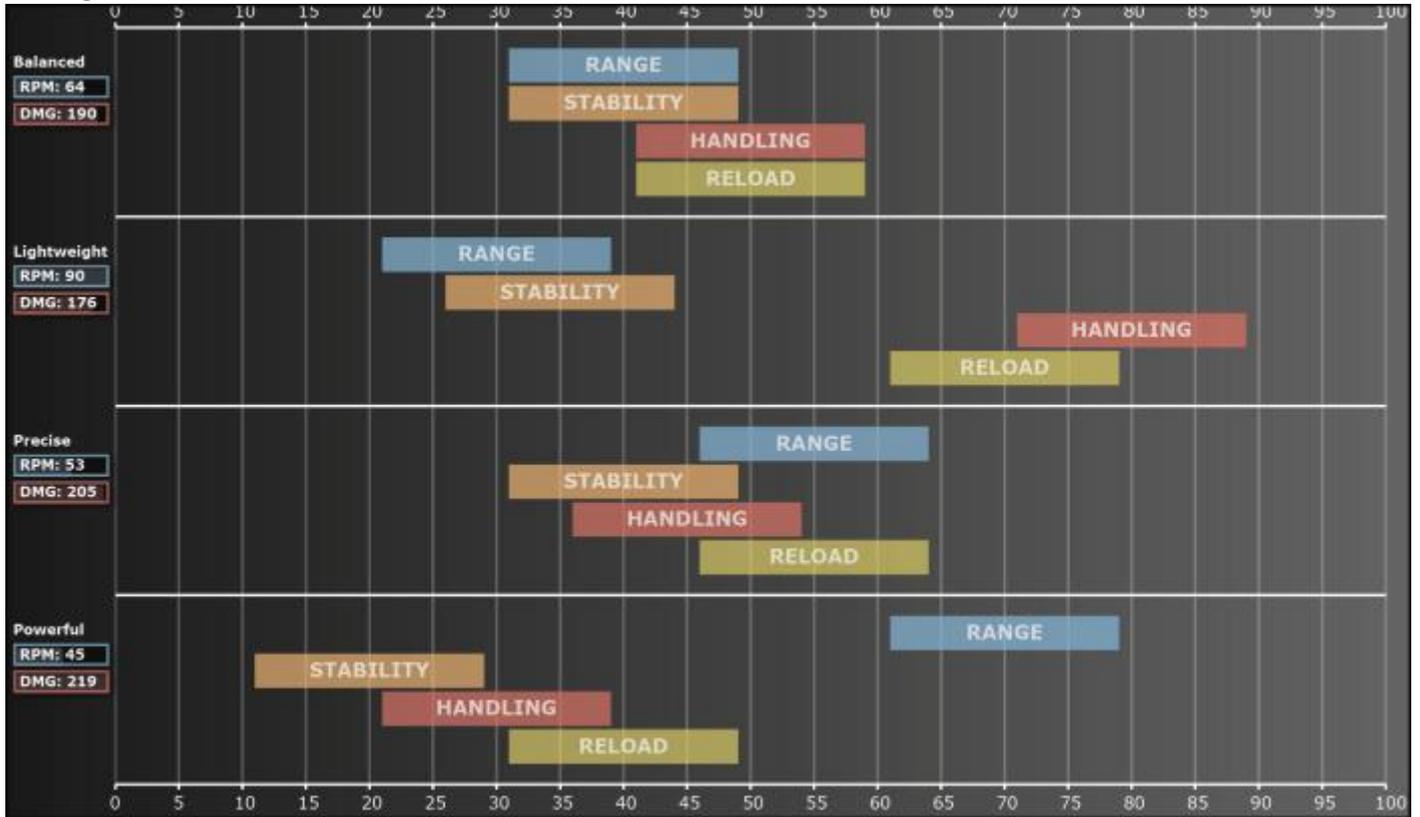
Special Weapons

Fusion Rifles

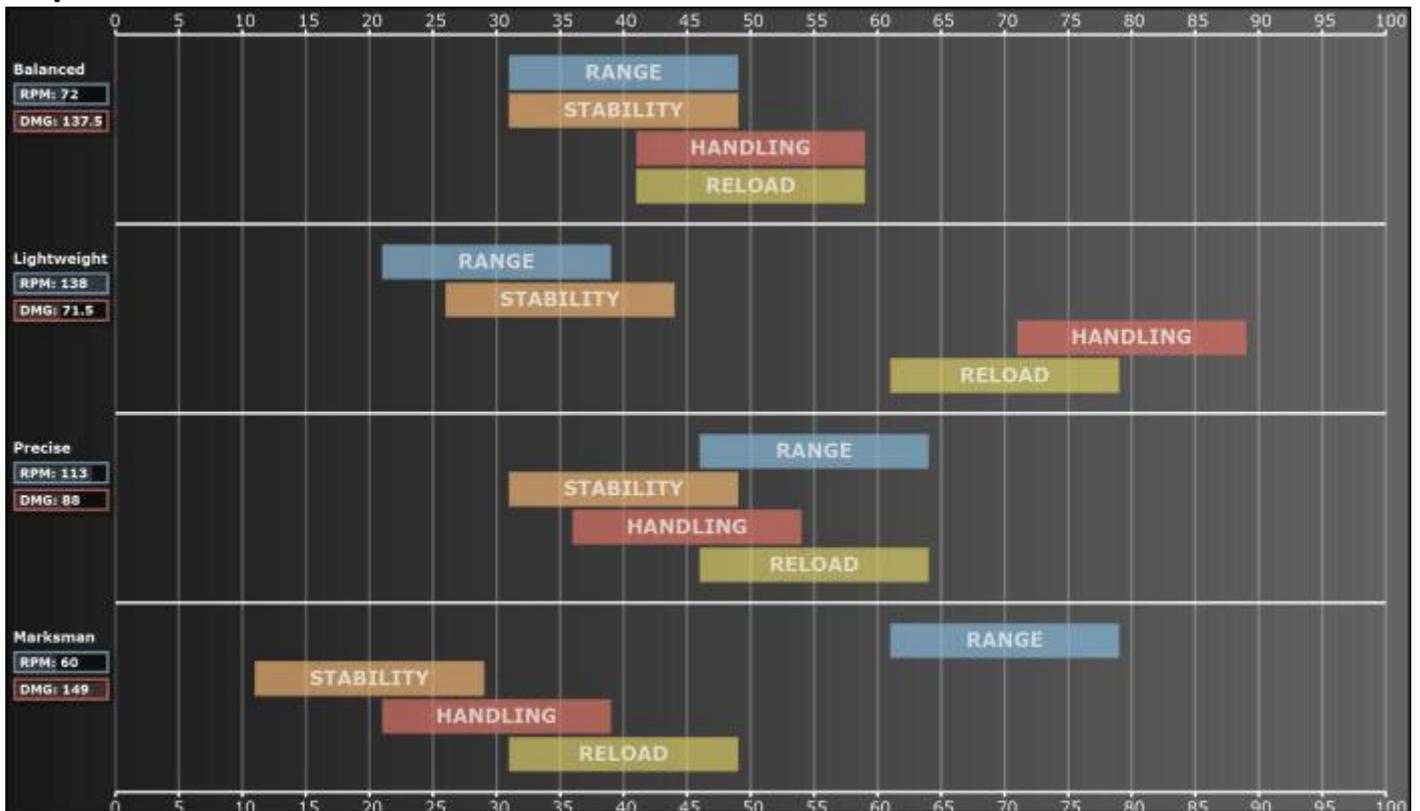
Fusion rifle damage varies based on the charge time of the weapon in question. A faster charge means less damage per burst, but more blasts over time. A slower charge gives you fewer, more powerful blasts.



Shotguns

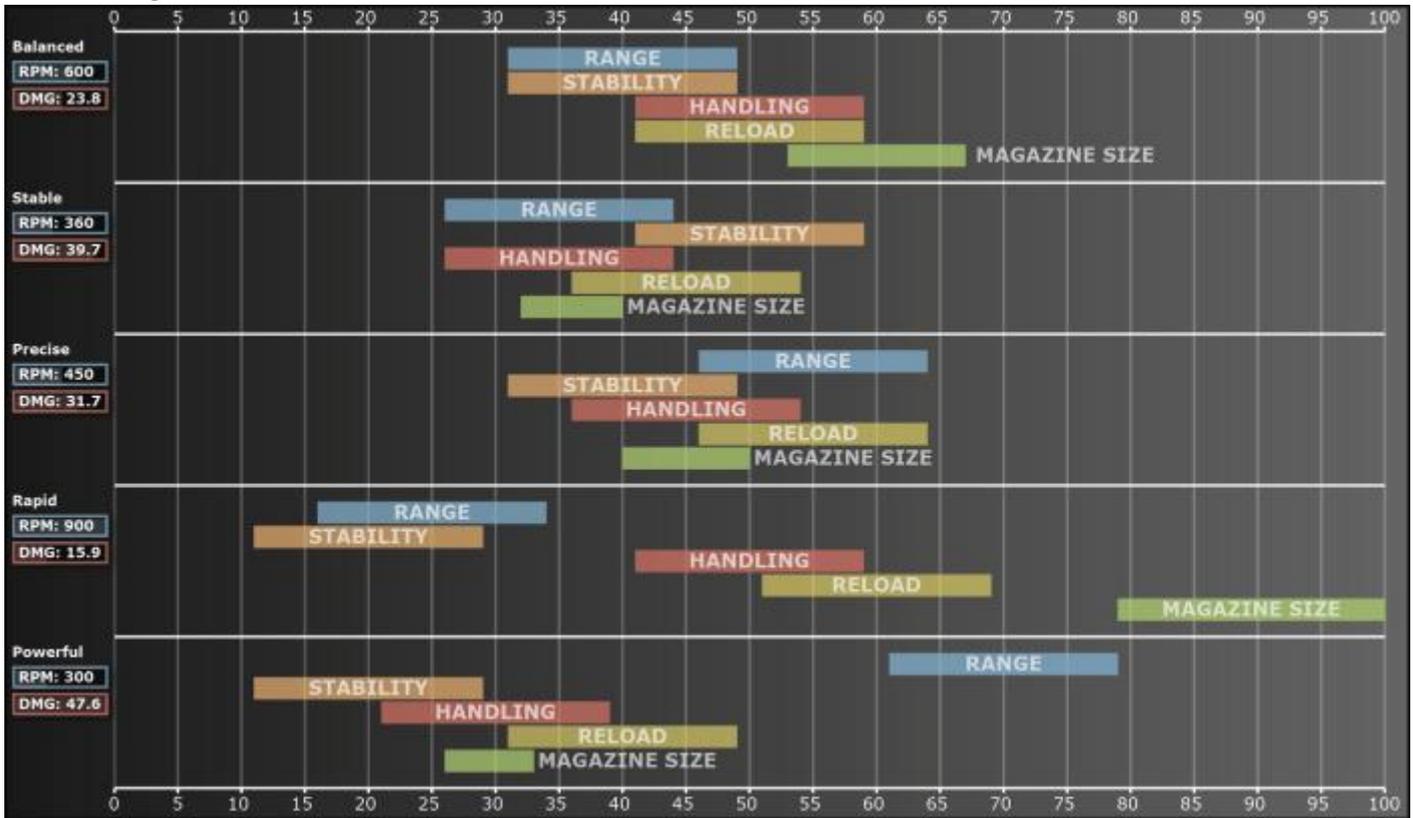


Sniper Rifles



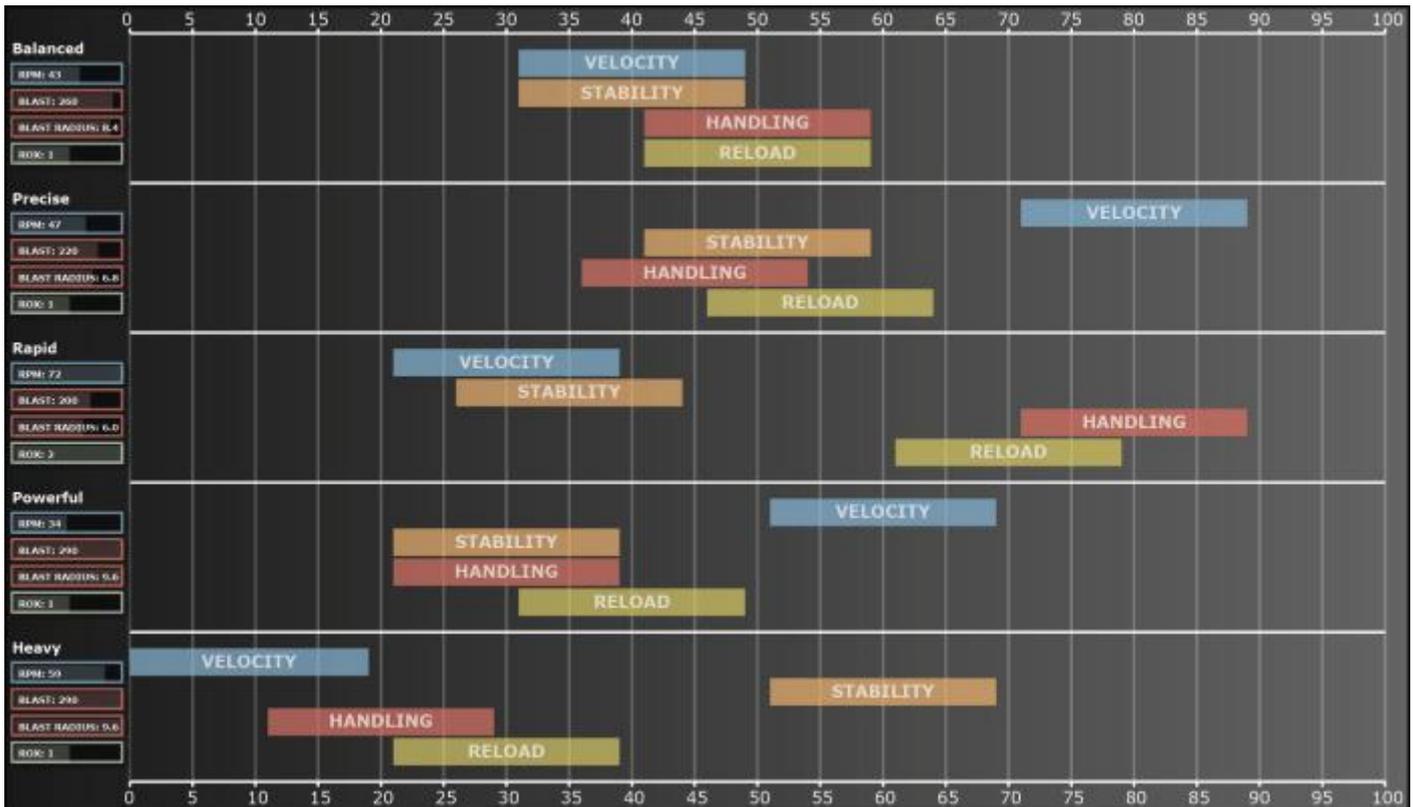
Heavy Weapons

Machineguns



Rocket Launchers

Note that rocket launchers inflict damage differently than other weapons. Their explosions deal a certain amount of impact damage, create more damage as a blast, and have a maximum radius for the damage from the blast.



Armory - Weapon Drop Locations

This set of tables is a quick summary of where you can find certain weapons in the game. Keep in mind that you can find many of these weapons in Engrams, if you're lucky!

Important! Drop Locations

Legendary Crucible vendor items can drop in PvP, and Vanguard vendor items can drop in Strikes. Engrams can potentially contain any Legendary item. Similarly, when you rank up and receive items from a factional vendor, you can earn items they sell. And remember, Engram contents are not 100% guaranteed—you might find a Legendary item in a Rare Engram.



Tower Vendors

Compare rows: Select

Vendor	Rarity	Weapon	Archetype	Name	Description
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Tower Vendors

Compare rows: Select

Vendor	Rarity	Weapon	Archetype	Name	Description
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Crucible Quartermaster	Legendary	Auto Rifle	Precise	Grim Citizen III	The grief and horror of Twilight Gap drove some of the finest gunsmiths in the City to elevate their art.
Crucible Quartermaster	Legendary	Auto Rifle	Rapid	Hex Caster ARC	The engine of devastation slumbers within, waiting for a worthy finger on the trigger.
Crucible Quartermaster	Legendary	Hand Cannon	Precise	Lord High Fixer	The Lord will hold court today.
Crucible Quartermaster	Legendary	Pulse Rifle	Marksman	Fair and Square	A formidable burst-fire precision rifle, custom-rigged for Crucible combat. Scrupulously devoted to fair play.
Crucible Quartermaster	Legendary	Pulse Rifle	Balanced	Strange Suspect	Certainly not one of the usual suspects.
Crucible Quartermaster	Legendary	Scout Rifle	Balanced	Cryptic Dragon	Those who doubt the existence of dragons are always the first devoured.
Crucible Quartermaster	Legendary	Scout Rifle	Marksman	The Aries Nemesis X4	Killing's never just business; you have to make it personal. Keep the hate close.
Crucible Quartermaster	Legendary	Fusion Rifle	Powerful	77 Wizard	The Exo called Gaunt is a gunsmith famous for his Wizards.
Crucible Quartermaster	Legendary	Shotgun	Lightweight	Invisible Hand M7	Built so light, it sometimes feels like it's not even there.
Crucible Quartermaster	Legendary	Sniper Rifle	Precise	FINAL BOSS	Become the monster.

Armory - **Weapon Mods**

Now comes the fun stuff: weapon mods influence all aspects of your weapon, from raw stats to functional gameplay changes. If you find two of the exact same weapon with different mods, they can handle completely differently.

Choosing a weapon in Destiny comes down to figuring out which weapons you like to use and which archetypes fit your playstyle. Once you know what you love, you need to find the right weapon, of the right archetype, with the right mods. Needless to say, this can take awhile...

But while you're hunting for the perfect weapon with the perfect mods, take some time to digest the information here. Some mods are well suited to PvE or PvP (or both!), some work better on certain weapon types, and others just come down to personal preference.

Mod Categories

Damage Type

A damage type can be Kinetic, Arc, Solar, or Void. Special damage types are vital when you are dealing with shielded enemies in PvE, but they have no effect in PvP. Remember that on Mythic missions in PvE, damage to enemy shields that is not of the proper element is penalized by 50%!

Sights or Barrel

Most weapons get a choice of three different random optical attachments. Remember, scopes have a dramatic impact on the behavior of weapons due to the zoom multiplier affecting the Range stat!

Shotguns and rocket launchers get a choice of three different barrels. Barrels modify weapon behavior a bit differently than the optics. You can choose and switch between any of the three sights or barrels available on your weapon at any time.



Vendor Weapons

The weapons on offer from the various vendors in the Tower have a fixed set of mods. It is possible to find the exact same weapon out in the field or as a random reward for various activities, but the odds are low, given the huge range of possibilities.

If you see a Legendary weapon of an archetype that you prefer with mods you like, jump on it!

Exotic Mods

One of the things that makes an Exotic weapon powerful and exciting is its Exotic mods. Exotics break some of the rules laid down here—you can find Exotic gear that has completely unique abilities.

How unique? How about a fully automatic hand cannon, or a sniper rifle that cloaks you while aiming? This is one of the reasons why you can only equip one Exotic weapon and piece of armor at a time! You can bend the rules, Guardian, but you cannot break them completely.

Primary Ability Mod

This is a mod from a list specific to the weapon class. Once unlocked, it is permanently active. These mods are generally effects that you must trigger to activate, though some are always effective.

First Upgrade

Boost this weapon's Attack power. Found on Uncommon or better weapons.

Stat Mod

This slot gives you a choice of three different powerful mods that affect the weapon's stats in a major way. While optics and barrels have some minor stat shifts, this slot can peg a weapon's stats in one category all the way to the cap (or beyond, in some cases).

As with optics or barrels, you can switch between any of the three stat mods at any time as needed.

Found on Rare or better weapons.

Secondary Ability Mod

A second bonus mod, also specific to the weapon class. As with the first ability mod, it is permanently active once unlocked. This second mod is only found on Legendary and Exotic weapons.

Second Upgrade

Boost the weapon's Attack power again. Found on Rare or better weapons.

Ascend

Only present on Legendary and Exotic weapons, this is a three-stage boost to the weapon's Attack power—at the cost of some rare Materials.

Armory - Weapons

A Quick Word about Balance

Destiny will change over time. This is a simple truth about the online world of Destiny. It is not a static place, so events will come and go, new content will be added, and old content will be polished. And when it comes to weapons in particular, your deadly tools of destruction on the battlefield in PvE and PvP conflict, you can expect outliers to be tuned, tweaked, and adjusted.

If a weapon is wildly powerful to the point where other choices don't actually feel like truly viable options, expect it to get toned down a touch. Likewise, if a weapon you love consistently underperforms, expect it to be bumped up a notch or two. This is, of course, true across the entire game for all aspects of gameplay, but we're mentioning weapons in particular because they are so critical to the gameplay experience.

When you're playing an FPS, your gun is often the language you use to speak to the game. Speak loudly!



With a few notable exceptions for those weapons known as Exotic, the weapons in Destiny are somewhat fixed but somewhat randomly generated. Two weapons of the same name can have completely different mods. Weapons with different names have different basic stats.

However, while the stats and the mods change from weapon to weapon, all weapons in the game belong to basic templates called archetypes.

Essentially, for each different weapon class in the game (from auto rifles to machineguns), several different archetypes define how a weapon behaves in broad strokes. It doesn't make every weapon of that class and archetype exactly the same, but it does mean that if you enjoy the way a particular archetype handles, you should look out for more weapons of that basic template.

These archetypes are not explicitly shown anywhere in the game, but the name of any given weapon is always a weapon of a certain archetype. This chapter includes tables showing the links between weapon names and their base archetypes.

Additionally, you can learn to recognize the ones you most enjoy using over time, and you can use the charts in this chapter to aid in spotting archetypes at a glance.

What this means as you hunt for the very best gear in the game is that you can search for specific auto rifles that have a fire rate, recoil pattern, and range that feels comfortable to you.

And a Word about Damage...

Before you freak out about the possibility of wildly powerful weapons destroying you in PvP, understand this: every weapon in the game has a tightly controlled damage range. The rule of thumb is that weapons with lower fire rates have higher damage, and vice versa, but overall, all weapons have carefully tuned damage values.

Player abilities and weapon mods can affect damage, but in PvE (and PvP where Level Advantages), your level and your Attack stat are usually the greatest influence on your damage output, rather than the random mods you can find on weapons.

In PvP outside matches where Level Advantages are enabled, level and Attack stats do not affect damage, so whether you are using a Level 5 Common weapon or a Level 20 Exotic, you will deal the same damage. In the case of normal Crucible PvP, temporary damage mods are one of the few ways you can increase damage on your weapon, and almost every such mod requires you to earn the damage bonus.

It is also very likely that two or more of the archetypes for any given weapon class will suit your personal tastes. You may also find that you prefer some weapons for PvE and some for PvP.

Keep in mind that while the archetypes define a range of stat possibilities for a weapon, the combination of the extremes of those ranges and the random mods that appear on a weapon can make one weapon handle very differently from another within the same archetype.

Weapon Attributes

Take a breath, Guardian, it's time to dive deep. This section delves into the specifics of how the weapons in Destiny are assembled. This isn't simply a list of all the weapons that you can find. Instead, it is a look at the weapon DNA for every possible gun in the game.

For general PvE play and casual PvP, you do not need to know every detail about your weapons. But once you reach Level 20 and you begin exploring the upper reaches of PvE difficulty and competitive PvP, you're going to want every edge you can get.

This information is intended to help you make decisions about your weapons for the long haul—what to equip, why to equip it, what to look for, and how to choose the weapons that best suit you (as well as how to find more of them). First, you should learn about the basic parts that make up a weapon.



Weapon Class

A class is what the weapon actually is, such as an auto rifle, a sniper rifle, or a machinegun. All weapons of a given class and rarity have the same potential pool of weapon mods. Two weapons of the same name, rarity, and level have identical basic stats (though they still have random mods).

Compare rows: Select <input type="text"/>		
Weapon Classes		
Primary	Special	Heavy
Auto Rifle	Fusion Rifle	Machinegun
Hand Cannon	Shotgun	Rocket Launcher
Pulse Rifle	Sniper Rifle	—
Scout Rifle	—	—

Weapon Archetype

As the “heart” of the weapon, the archetype defines the stat ranges a weapon can have. There are many weapons of each archetype in the game. So, while two “Balanced” auto rifles possess similar attributes, within those ranges, one can have a minimum value for one stat and the maximum for another.

Check the archetype charts in this chapter to see all the various stat ranges for the different weapon classes in the game.

Use the archetype name tables to look up which weapons belong to which archetypes as you find them. Also, use the tables when shopping for weapons in the Tower, especially when you are considering spending limited currencies.

Use the mod stat charts to see how you can affect the stat ranges of a given archetype. The correct mods can push a weak stat to a strong one, but they might be wasted on a weapon that already has a good stat range.

Primary Weapon Archetypes

Compare
rows: Select

Auto Rifle Archetypes	Description	Pulse Rifle Archetypes	Description	Scout Rifle Archetypes	Description	Hand Cannon Archetypes	Description
Balanced	Well-balanced and usable.	Balanced	Well-balanced and usable.	Balanced	Well-balanced and usable.	Balanced	Well-balanced and usable.
Lightweight	Quick handling and reload, smaller magazine, and we	Light weight	Quick handling and reload, smaller magazine, and weak range.	Light weight	Quick handling and reload, smaller magazine, and we	Light weight	Quick firing finesse, quick reload, short range.

	ak ran ge.					ak ran ge.		
Stable	Accu ra te, soli d ma gaz ine, low er ran ge.	Sta ble	Accurat e, solid magazin e, lower range.	Pre cis e	Steady , accu ra te, imp rov ed ran ge.	Pre cis e	Steady, accurate, improved range.	
Precise	Slo w firi ng, accu ra te, imp rov ed ran ge.	Pre cis e	Accurat e, improv ed range, puts rounds on target.	Rap id	Rap id firi ng, sho rt ran ge.	Po we rful	Slow firing, long range, big kick.	
Rapid	Spr ay bull ets , po or ran ge, har sh rec oil.	Rap id	Fast firing, deep magazin e, poor range.	Ma rks ma n	Slo w firi ng, lon g ran ge, big kic k.	—	—	
—	—	Ma rks	Long range,	—	—	—	—	

man

accurate.

Special Weapon Archetypes

Compare
rows: Select

Special Weapon Archetypes

Compare
rows: Select

Fusion Rifle Archetypes	Description	Shotgun Archetypes	Description	Sniper Rifle Archetypes	Description
Balanced	Well-balanced and	Balanced	Well-balanced and	Balanced	Well-balanced and

	usa ble.		usa ble.		usa ble.
Lightweight	Quick charge, short range, quick handlin g and reloa d.	Lightw eight	Quick firin g, sho rt ran ge, qui ck han dlin g and rel oad .	Light wei ght	Quick firin g fine sse, qui ck han dlin g and rel oad .
Precise	Sta ble, eas y to kee p on tar get, slo w cha rge .	Precise	Slo w firin g, acc ura te, imp rov ed ran ge.	Pre cis e	Stea dy, imp rov ed ran ge, red uce d rec oil.
Rapid	Exc elle nt cha rge, sho rt ran ge,	Powerf ul	Ver y slo w firin g, lon g ran ge,	Ma rks ma n	Slo w firin g, lon g ran ge, big

	de ep ma gaz ine.		big kick		kick
Powerful	Slo w cha rge , lon g ran ge, big kick	—	—	—	—
—	—	—	—	—	—

Heavy Weapon Archetypes

Compare
rows: Select

Machinegun Archetypes	Description	Rocket Launcher Archetypes	Description
Balanced	Well-balanced and usable.	Balanced	Well-balanced and usable.
Stable	Accurate, lower range, reduced handling and reload.	Precise	Fast, accurate rockets with low blast radius.
Precise	Long range, accurate, improved reload.	Rapid	Quick firing, small blasts, larger magazine.

Rapid	Spray bullets, close range, harsh recoil.	Powerful	Powerful rockets, harsh recoil.
Powerful	Ponderously slow, devastating bullets, long range.	Heavy	Powerful but slow rockets.
—	—	—	—

Armory Weapon Stats

Weapon stats define how a weapon behaves. All weapons of the same name have the same base stats. Note that because two weapons of the same name can have different mods, they can still end up with different final stat values!



Also, there are a few weapon stats that are “hidden” (that is, not visible on the in-game stat display). Optics, Handling, Recoil, and maximum Inventory ammo stats aren’t shown on your weapon. Note that a higher maximum inventory ammo also boosts the amount of ammo you spawn with when you begin an activity

Compare rows: Select <input type="text"/>	
Visible Weapon Stats	
Stat	Effect
Rate of Fire	How quickly the weapon fires
Impact	Damage dealt per shot
Range	Distance at which you can deal 100% of your Impact damage
Stability	Dampens recoil

Reload	How quickly you reload
Magazine	The size of your magazine
Charge Time	Time to charge a fusion rifle
Blast Radius	The size of the blast zone from a rocket
Velocity	How fast a rocket travels
<p>Compare rows: Select <input type="text"/></p>	
Non-visible Weapon Stats	
Stat	Effect
Optics	Zoom factor, multiplies Range stat
Handling	How quickly you ADS, raise, and lower your gun
Recoil	Affects direction of gun kick
Inventory	Boosts ammo reserve, affects initial spawn ammo and max possible capacity

Rate of Fire

How quickly your weapon fires repeated shots.

Rate of fire applies to full-auto firing mode for auto rifles; for semi-auto weapons, it applies to how quickly you can pull the trigger. High rate of fire weapons can have issues with recoil control. Either seek out weapons with high Stability stats, or use them at shorter distances.

Impact

Base damage dealt per shot.

Remember that in PvE and PvP where Level Advantages are enabled, your Attack and your Level stats modify this amount.

Against higher-level targets, you deal lower damage, and vice versa against lower-level targets. There are very few mods that directly affect the Impact stat. Most have conditional triggers you must fulfill before you can get the damage boost.

As a general rule while leveling, if you have two weapons (of the same class) with Attack values that are similar, the weapon with more Impact will still hit harder on enemies around your level. Once you are looking at weapons a few levels higher that have considerably higher Attack values, even a hard-hitting, slow-firing weapon starts dealing less damage than a weaker but faster-firing weapon.

Also, don't go trying to compare Impact values directly across weapon classes. They are very much apples and oranges (for example, sniper rifles hit harder than auto rifles).

Range

The distance at which the weapon remains effective.

Range determines the distance that your shots hit for 100% damage before they begin falling off to 50% damage. Range also affects the minimum and maximum size of your "bloom" circle when hipfiring (and a small fraction of that circle is used for ADS accuracy, as well).

Range is a very important stat for long-range combat, for obvious reasons. What is not obvious is that sights provide a range multiplier, and so the exact same weapon with or without a long-range sight can perform far, far differently when shooting distant targets. Beyond the maximum range of your weapon, damage falls off steadily until you reach 50% of your normal damage amount. For weapons with poor Range stats, this can make them very inefficient for fighting distant targets. Choose a weapon (and a sight) that suits the mission or PvP map you are entering!

Range also plays a role in accuracy when you are firing your weapon, so weapons with a good Range stat tend to be easier to handle when you're firing at distant enemies.

Fusion rifles do not suffer damage falloff, so sights are not as vital for improving long-range damage. However, range affects fusion rifle projectile speed. The blasts travel more quickly when you have a mod like Hammer Forged equipped, making it easier to hit a target at medium range with more of the shot. "Range" is also essentially the same stat for Rocket Launcher's projectile speed.

Important! Sights Multiply Range while ADS

Don't miss this tip: when you equip your weapon with a sight and go into ADS, the zoom factor provides a direct multiplier to the base range of the weapon. Equipping a 2x zoom sight doubles the distance from which you can deal maximum damage. Unsurprisingly, sniper rifles tend to have the highest zoom factor sights. Combined with a high base damage to begin with, this gives them the best-long range performance of any weapon.

For primary weapons, switching between iron sights or a scope can completely change the character of a weapon. You can switch to irons for close-quarters combat, and use a more powerful scope for long-range outdoor combat. Of course, more intense magnification also tends to harm your ability to fight effectively at close range, and you often pay a cost in Stability or Handling characteristics for more sophisticated sights, or sometimes even Range...

Stability

How hard your weapon kicks when you fire it.

Stability represents how much your weapon jerks in your hand when you are ADS. It also affects view kick when you hipfire a weapon (though Range has control over how large your bloom circle is).

High-stability weapons are generally much easier to handle, and other than Impact, this stat has the greatest effect on your outgoing damage. Landing more precision hits and missing fewer shots both improve your damage output.

Prize primary weapons with high Stability stats and mods that grant bonus Stability, as these make for lethal mid- to long-range tools. Special and heavy weapons don't always need amazing Stability scores. Depending on the weapon in question, you may find that handling the recoil doesn't trouble you.

Reload

How quickly your weapon can be reloaded.

Reload is a simple but important stat. Weapons in Destiny do not reload more slowly whether your magazine is empty or not.

In PvE, Reload can improve your sustained damage output, giving you more time firing and less reloading, and occasionally saving you from a rushing enemy. In PvP, it can save your life if an opponent rounds the corner just as you finished a battle.

There are also quite a few player abilities and weapon mods that interact with Reload, either speeding it up or giving you bonuses for reloading.

Reload Cancelling

Here's a useful trick for speeding reloads: you do not have to wait for the full reload animation to complete before the ammo is actually in the magazine. The instant you see the ammo counter increase, your gun is considered reloaded, even if you cancel the remaining animation time.

For almost all weapons, the time that the ammo actually reloads coincides almost perfectly with the sound effect and the animation of the magazine being inserted into the weapon.

You can cancel the remaining animation by sprinting, switching weapons twice quickly, meleeing, or throwing a grenade. The most practical application of this technique is sprinting. By reloading and then sprinting out of the full animation, you save time that you would otherwise spend walking. This sounds really minor, and it is most of the time—except in PvP, where fractions of a second count.

If you reload-cancel all of your reloads, even by simply "sprinting" one step, you can functionally speed the reload time of all of your weapons. With practice, this technique becomes completely second nature. You won't even think about it consciously, as you'll be performing it automatically after every reload.

Don't try this if you're still actively engaged in combat (whether in PvE or PvP). However, in any other situation, it shaves a bit of time off every reload.

Magazine

The amount of ammunition your weapon can hold.

This is a simple but important stat. Not every weapon of the same archetype has the same amount of ammo, and mods can boost this number even higher. Sniper rifles and rocket launchers have less variance in their magazine sizes; both weapons have much smaller magazines compared to other weapon types.



Charge Time

How quickly the weapon fully charges its lethal burst of energy.

This stat is exclusive to fusion rifles. A quick charge time makes for an easy to use close-range fusion rifle. But in PvP, don't expect to beat a shotgun at point-blank range, even with a very short charge.

In PvE, the charge time can influence how you utilize cover, with longer charge times allowing you to stay behind hard cover while you prime the charge, stepping out for just a moment to unleash a powerful blast.

One critically important point: changing the Charge Time stat affects damage. If you have a slow charge time, you're going to hit harder, but if you have a fast charge time, your shots are weaker. You must decide if you want all your damage dealt in one big, slower burst, or distributed across several weaker but faster blasts.

Blast Radius

Both the size and the potential damage of a blast.

This stat is exclusive to rocket launchers. Blast damage falls off from the center of the explosion. A large blast both increases the number of targets you can hit and improves the damage dealt to opponents not directly at the center of the blast.

Velocity

The speed at which rockets travel once fired.

This stat is also exclusive to rocket launchers. High-velocity rockets are much more effective at hitting nimble targets at medium range, while slower ones can be unreliable when aimed at distant targets.

Keep in mind that fusion rifles do have a “hidden” Velocity value, as well: their Range stat affects the speed of the fusion blasts. Fusion beams travel much faster than rockets, but they are slow enough that hitting distant targets can be difficult.

Handling

A combination of the time it takes to enter ADS fully, and to stow or draw a weapon.

These three traits are referred to as ADS, Away, and Ready. Some mods can specifically modify one of the Handling “children” independently of the whole Handling parent stat. A weapon with good handling characteristics feels light and snappy. You ADS quickly, bring your weapon up from sprinting faster, and can switch to and from it quickly.

In PvE, good handling simply makes a weapon feel good, and comfort matters when you’re fighting hundreds (or thousands...) of enemies. Handling has a very slight and subtle but important role in PvP combat. Fractions of a second can kill in a tight contest, so Handling stats can influence the outcome of a firefight, though this generally has less of a noticeable impact on your performance than the Stability or Range stats.

One note: combining weapons of different classes with high Handling characteristics can make for fast weapon swaps in PvP, and this can enable some nasty weapon-switching combos to secure kills. Experiment with weapon pairs that have good handling or Ready/Away mods on them to test out quick swaps.

Optics

The weapon’s zoom factor while in ADS.

Each base weapon class has a different default zoom level while you are using iron sights, and attaching a scope can completely change the maximum zoom of a weapon. Optics interacts with the Range stat to determine long-range damage and aid in long-range accuracy.

Optic Bonuses

Optic bonuses from sights simply add directly to the base zoom factor of a given weapon.

A 0.8x long-range sight on an auto rifle would give you 2.3x zoom, while a more mild red dot might only give you 0.2x, for a total of 1.7x zoom.

Unsurprisingly, sniper rifles have high base zoom, and their scopes give strong Optics scores, as high as 5x for a total zoom factor of 9x!

See the sights tables for the full list of effects that various sights have—sights can also impact Handling, Range, Reload, and Stability.



Compare rows: Select

Default Weapon Zoom Levels

Primary	Special	Heavy
Auto Rifle: 1.5x	Fusion Rifle: 1.5x	Machinegun: 1.5x
Hand Cannon: 1.7x	Shotgun: 1.2x	Rocket Launcher: 2x
Pulse Rifle: 1.7x	Sniper Rifle: 4x	—
Scout Rifle: 2x	—	—

Recoil

The direction and degree to which a weapon kicks when fired.

Very harsh recoil can bounce constantly left and right of center, while more precise weapons can almost stitch a straight line up center mass. This isn't a stat that you modify directly as much as one that you interact with. The Stability value of your weapon, combined with its rate of fire and your own skill at managing recoil, determine how accurate you are with a given weapon.

What is important to know about the Recoil stat, however, is that direction and intensity are specific to each weapon in the game, and all fall within the Recoil values for each archetype.

Recoil is a very personal preference—how much or little recoil you can tolerate, and which direction you prefer your weapon to kick in. As you accumulate your own personal arsenal of Legendary weaponry, use your knowledge of how a weapon of a specific name kicks to decide if you should spend valuable currency on vendor weapons of the same name, or if you need Stability mods to dampen the base recoil.

You can also use the recoil charts in this section to get a rough idea of how harsh the recoil can potentially be, though there's no substitute for holding and firing the weapon yourself.

Inventory Max Ammo

The amount of ammo you can carry around in reserve.

Inventory is very useful for extended missions on high difficulty—remember, ammo restore consumables have a five-minute cooldown!

Armory Weapon Tables

Weapon Archetypes

The archetype name tables let you tie any Rare or Legendary weapon by its name to its root archetype. This allows you to make use of the archetype stat charts, as well as the mod stat charts.

Remember, while two weapons may share the same archetype, they can and will have different stats within the ranges of that archetype. Likewise, two weapons of the exact same name have the same stats, but they can have different mods.



Important! Weapon Archetypes

These lists outline the current weapons in Destiny, and you will find more not listed here. When you find a weapon not on the list, it is still possible to determine its core archetype if you examine its stats carefully. Use the archetype stat charts, and compare the stats of a new weapon you find to an existing weapon that you know the archetype of. Simply comparing the Rate of Fire stat alone can typically narrow the range of possibilities to two different archetypes, and examining the stats that cannot overlap will usually get you to the final archetype. Once you have a good idea of the archetype, you can then use the mod stat charts to compare the maximum potential stat ranges based on the mods present on your new toy.

Primary Archetypes (alphabetical)

Auto Rifles	
Compare rows: Select <input type="text"/>	
Name	Archetype
Bronzed Miyamoto-D	Rapid
Cassiopeia	Rapid
Deep Fix T76	Lightweight

Doctor Nope	Rapid
Eclipse V/MX2	Rapid
Forcing Function	Rapid
Galahad-E	Balanced
Grim Citizen III	Precise
Her Right Hand	Balanced
Hex Caster ARC	Rapid
Painted SUROS CGB-47	Precise
Problem 78F	Lightweight
Sahara-AR5	Rapid
Shadow Price	Precise
Shingen-E	Stable
Silvered Hushwind-D	Stable
SUROS ADM-50	Precise
Surrender A	Precise
Unwilling Soul-09	Rapid
Vanquisher VIII	Precise

Hand Cannons

Compare rows: Select

Name	Archetype
A Little Voice	Powerful
Equuleus	Powerful
Hard Luck Mk. 52	Balanced
Hoss Mk.51	Precise
LOCK_ARETE	Lightweight
Lord High Fixer	Precise
Merciless	Balanced
Mos Ganon V	Lightweight
NIFTY_BISCUIT	Balanced
Painted Big Chief Mk. 45	Powerful
Red Hand IX	Balanced
Regulator Mk. 56	Powerful
Renegade Mk.55	Balanced
Silvered Maverick Mk. 41	Balanced
Sir Isaac	Precise

The Chance	Balanced
The Devil You Know	Balanced
Venation III	Balanced

Pulse Rifles

Compare rows: Select

Name	Archetype
Bad Seed Down	Balanced
Baryon MSc	Precise
Black SUROS SWB-42	Rapid
Catena MSc	Rapid
Cold Current	Lightweight
Corona MSc	Stable
Crackerjack.beta	Precise
Dead Air 09F3	Stable
Echo 33	Stable
Fair and Square	Marksman
Hydrus	Lightweight

Lump Distribution	Lightweight
Painted SUROS BZL-45	Precise
Payment VI	Balanced
Primed Starfall MSc	Balanced
Silvered Continuum MSc	Balanced
Strange Suspect	Balanced
Super Pox VLO	Marksman
SUROS JPS-55	Rapid
The Conduit	Lightweight

Scout Rifles

Compare rows: Select

Name	Archetype
A.1F19X-Ryl	Marksman
Acheron SR5	Precise
Bronzed Yamaduta SR4	Precise
Caelum	Precise
Crusader I	Precise
Crypt Dweller SR1	Lightweight

Cryptic Dragon	Balanced
Foresight 3	Precise
Gladius 77	Balanced
Naraka SR5	Balanced
Primed Yamaduta S4	Balanced
Proxima Centauri II	Marksman
Pulwar V/Ace	Lightweight
Rainmaster V4	Balanced
Thanatos SR5	Precise
The Aries Nemesis X4	Marksman
The Calling	Precise
Vesta Noblese	Precise
Wyestar X9	Precise
Xibalba SR5	Rapid

Special Archetypes (alphabetical)

Fusion Rifles	
Compare rows: Select <input type="text"/>	
Name	Archetype
77 Wizard	Powerful

Andromeda	Powerful
Angelic Acid	Lightweight
Dämmerung FR5	Lightweight
Final Rest II	Balanced
Futile Gesture	Precise
Helios FR5	Rapid
LIGHT/Beware	Balanced
Nox Cantor V	Balanced
Nox Fury V	Powerful
Painted Helios FR4	Rapid
Primed Nox Revus IV	Powerful
Prism Schism	Lightweight
Purifier VII	Precise
Silvered Eos FR4	Rapid
Solas FR5	Rapid
Spindevil 3AA	Powerful
Techeun Force	Balanced

The Calming

Rapid

Shotguns

Compare rows: Select

Name

Archetype

Agnes III

Powerful

Black Chasma Esc

Lightweight

Chasma Esc

Lightweight

Double Nickel

Balanced

Her Eyes

Precise

Hide and Seek-42

Balanced

Impulse Esc

Balanced

Invisible Hand M7

Lightweight

Judgment VI

Precise

LOCKJAW

Precise

Sagitta

Lightweight

Sidewinder Mk.53

Precise

SUROS MKB-51

Balanced

The Comedian

Balanced

The Crash	Balanced
Two for the Road	Powerful
Vector Esc	Lightweight

Sniper Rifles

Compare rows: Select

Name	Archetype
Allowance V/C4	Precise
Amina-E7	Precise
Andacht 81	Precise
Avenue A	Balanced
Broken Truth-LR1	Balanced
Caracas-LR5	Precise
Doom Echo XI	Precise
Epitaph 2261	Balanced
FINAL BOSS	Precise
Hieracon-LR5	Precise
Painted Sammuramat-C	Precise

Pompeii-LR5	Lightweight
Prudence II	Lightweight
Saigon-LR5	Lightweight
Scipio-E	Marksman
Silvered Boudicca-D	Marksman
Silvered Caracas-LR4	Precise
The Chosen	Precise
The Majestic	Balanced
Tomyris-E2	Marksman
Vulpecula	Precise

Heavy Archetypes (alphabetical)

Machineguns

Compare rows: Select

Name	Archetype
BFF 2.0	Powerful
Deviant Gravity-A	Stable
Formerly Penitent	Rapid
Genghis-E	Rapid
Genghis-E1	Rapid

Hannibal-E	Balanced
Horologium	Precise
Painted Artemisia-D	Precise
Prestige IV	Rapid
Red River Mk. 40	Precise
Spirit of Alliance	Precise
SudaZomba-3	Powerful
Tamerlane-E1	Precise
The Culling	Rapid
THE SWARM	Stable
Wolves' Bane	Powerful
Xerxes-E	Powerful
Xerxes-E1	Powerful
Zombie Apocalypse WF47	Precise
<h2>Rocket Launchers</h2> <p>Compare rows: Select <input type="text"/></p>	
Name	Archetype

Rocket Launchers

Compare rows: Select

Name	Archetype
Admonisher III	Heavy
Affentheater C/L-A	Precise
Bishop RS/5	Precise
Chamberlain SA/5	Balanced
Despot SA/5	Rapid
Disruptor 5000	Balanced
Duchess RS/5	Precise
Exodus Plan RS/1	Precise
Happy Boomer	Rapid
Herald SA/5	Powerful
Lacerta	Powerful
Overlord SA/5	Balanced
Painted Camelot SA/4	Heavy
Primed Khan RS/4	Heavy
Steel Oracle Z-11	Heavy

Sultan SA/5	Powerful
The Cure	Precise
The Dreamwaker	Powerful
Unfriendly Giant	Balanced
Whisper C/L-A	Heavy