


## Mass effect andromeda weapons list

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Yes, we named this guide as the Mass Andromeda Effect Best Weapon, but in fact there is a fair amount of subjectivity related to guns in Mass Effect Andromeda. While many of the things we've chosen below offer the best statistics and raw killing power, some feel a little weird and hard to handle. If you are happy with the weapons you already have in your inventory and are only here for 'lols', perhaps you would like to take a look at our massive Andromeda Effect Guide and Step-By Guide. He's got a lot of great and useful articles, some of which contain jokes! Mass Effect Andromeda Best Weapon Best Pistols in Mass Effect Andromeda Is the best pistols you can get your hands on in Mass Effect Andromeda. Sidewinder Carnifex Scorpio Talon N7 Eagle Best Assault Rifles in Mass Effect Andromeda This is the best assault rifle you can lay your hands on in Mass Effect Andromeda. Revnant Sandstorm L86 Halberd N7 Valkyrie Best Shotguns in Mass Effect Andromeda These are the best shotguns you can find in Mass Effect Andromeda. N7 Piranha N7 Crusader Dhan Best Sniper Rifles in Mass Effect Andromeda It's the best snipers you can get hold of in Mass Effect Andromeda. N7 Valiant Vanquisher Black Widow Lanat Raptor Best melee weapon in Mass Effect Andromeda Cryo Gauntlet Kett Carafion Krogan Hammer Asari Sword Best Weapon Loadouts in Mass Effect Andromeda The perfect combination of weapons will depend on how you get with each one, but you can use mods to help tune to your taste. For example, you can attach a mod sphere to your N7 Valkyrie, combine it with a large shotgun and the best melee weapon you can get your hands on, and you have a versatile cargo that works at range and close while remaining light. If you want more general information on how to manufacture weapons, we have you covered in our Mass Effect Andromeda Weapons Guide. We also have a complete guide to romancing characters, all the remnants of puzzles solved, see where to find craft materials, and review AVP and Cryo pods. I hope you enjoy the new weapon you've added to the wanted list. If not, we're sorry, but we can't let bad taste in video game weapons! Mass Effect Andromeda returns all your favorite Milky Way weapons and throws a stack of local Heleus cluster technologies at you to boot. It's a lot to go through, and with research points and crafting materials thin on the ground, you'll want to know what boom sticks are to support good and early. The good news is that we that - We went through the Weapons Mass Effect Andromeda and chose the best assault rifles, shotguns, heavyweights, lights and more. While most of the VG247 team favors melee and shotgun build with SMG for the shield, we tried to include something for each kind of player. The weapons we listed here are best in class across a number of different categories, so you can rely on them to slot nicely into your build - no matter what it is. Mass Effect Andromeda has so many assault rifles, and a bunch of them are a bit off the wall, firing lasers or grenades or otherwise surprising you. So by choosing the best overall assault rifle, we had a run and pistol Mass Effect Andromeda player in mind: someone who wants a gun that behaves the way they would expect from this class of weapon, with fully automatic fire and no fancy tricks to distract you. This leaves us with only three options: Cyclone, M-8 Avenger, and Tokin. All three of these weapons deal with comparable damage, but embarrassing is the M-8 Avenger - a starting weapon, for goodness sake - that wins with the best statistics on clip size, accuracy and shooting speed. It's fantastic multi-camera. There is a reason why the Initiative packs the M8 into each soldier's starting kit. Get a high rank plan, increase it, mod it and combine with consumables for a deadly multi-tool suitable for any occasion. Also try: Tokin has comparable stats, except that it needs to reboot more often - but its projectiles track targets that are pretty cool. Sign up for the VG247 newsletter Get all the best bits of VG247 delivered to your inbox every Friday! If you don't mind trading high-speed shooting for extra accuracy, Mass Effect Andromeda fields a range of semi-automatic and explosive assault rifles that favor accurate shooting, for those who like to shoot their enemies with surgical punches to weak spots. This group of guns is great for tactical cover play and head shots at a dozen. Of the four weapons in this paradigm, statistics show the N7 Valkyrie is supreme, with exceptional damage, shooting speed and accuracy, and a decent clip size of 16. It's only slightly heavier than Mattock, a close runner-up, but otherwise surpassed him slightly in each category. The only other explosion of fire assault rifle that should give you pause is the Sweeper, which makes up for its lower-sized clip with a higher-sized clip and heat-absorber style reboot system - but since you can craft, zoom and mod the N7 Valkyrie to mimic this effect if you like it, we don't consider it a serious contender. Also try: Sandstorm has a low shooting rate and a small clip, but it's super accurate with high damage and has a built-in volume - it's almost a sniper rifle. If you play a great type of soldier who can carry heaps of heavy equipment, consider throwing an M-37 Falcon into the spare weapon slot. Despite the fact that it is called an assault rifle, the M-37 Falcon Mass-effect Andromeda grenade launcher. It is, as you would expect, the absolute high impact output of any assault rifle, and that's reliably accurate, too. Well of course it's slow as heck and you have to recharge after six shots, but it's the gun you pull out after you you Shields down with a lighter, faster fire gun. This is the gun that you point into the architect's mouth after you knock the conductor's leg. It's the gun you rely on when the Eruptions call, and you want to take that armored code off, fast. Update: We'll be back to all three categories of assault rifle now that the long coveted X5 Ghost has been added to Mass Effect Andromeda. Stay tuned for more information. Also try: frankly, nothing in the assault rifle class matches this child for raw power. Cobra RPG expendable or combat power like Omni-Granata is the closest you get. There's a fair bit of diversity in the shotgun category, though not as much as in assault rifles, so for our first shotgun category we decided to focus on the shotguns that follow the models you'd expect from class: working-size clip, low-shooting, and lovely high damage. By these standards, there are two shotguns that stand out as absolutely the best in The Andromeda's Mass Effect, and the N7 Crusader has a very slight advantage over the runner-up, The Apprentice. Its damage and accuracy are slightly better, and they have the same weight, clip size and shooting speed. The only drawback is its narrow focus - it hits the target in front of you, not the group. Like other shotguns in this class the N7 Crusader has a slow reloading speed, since the main weapon it favors is those who like to get in and out quickly, and use powers and melee so often as rifles. This is the avant-garde's best friend, and worth the effort to develop. Also try: The Apprentice is really the only comparable weapon. It shoots the spread of projectiles that can hit groups rather than individual targets that you may prefer. It is also very beautiful being an Asari weapon. If you want to pack a shotgun for use not as a primary weapon, but hit very, very hard at close range, and maybe you get out of an emergency, Mass Effect Andromeda has you covered. Of the two most powerful shotguns in the game, our pick is Dhan. It only contains two shots per clip, but if you play smart, those two shots - or maybe even one of them - will be all you need. This child packs a medium punch. Like the crusader N7, Dhan fires a direct projectile without propagation, so although he requires a more accurate sighting than a spread shottie he doesn't suffer so much from the damage going the distance. It's great to beat that guy right in front of you and not blasting away when you get swarmed. Get in close and pull it out after you drop the enemy's shields to eat in that health or ammunition bar most satisfyingly. Also try: Ruzad has comparable damage and

boasts a three-shot clip with a spread - but it's also considerably heavier. Choice. SMGs have been concentrated in the gun category, but there are loads to choose from if you go looking. These fast-fire weapons are fantastic for flushing the shields before you pop out something heavier to do the actual damage and they are lighter than the assault rifle that makes it A great choice for those who advocate intensive energy use. Almost their only drawback is the tendency to lose damage and accuracy from a distance; You want something like an assault rifle for battle architects, probably. Since the damage is pretty standard throughout the category, what we look at SMG for shield work is a high rapid fire and a nice great clip. The equalizer is the winner here in the balance: although it doesn't have the highest shooting rate in the class, it has excellent accuracy to make up for this very small deficit, meaning you spend fewer shots. The equalizer is also the lightest of the higher-rated SMG. The only consideration here is that Equalizer uses a thermal restart system, which means you have to let it cool down. If you don't like it, look elsewhere. We have a good offer below. Also try: the N7 Hurricane is still an absolute beast. It has the best shot speed and a nice great clip; Just be careful with its lower accuracy and higher weight. If you want to do heavy damage from weapons without lugging around assault rifles and shotguns, heavy pistol is your best friend. These slow-shooting, unspotted, very accurate hand guns are the perfect complement to a good SMG. They come into play when the shields are down, the weaknesses are exposed and you are ready to do the killing. Our favorite weapon in this class is Scorpio, returning from the original trilogy. It has very high damage for a gun-class weapon and it shoots sticky grenades. Sticky. Grenades. Not the most traditional gun we will provide you with, but deadly effective if you can master its timing; You'll need to wait a minute after landing a shot for a damaging kick in. There's only another weapon in the class pistol that comes close to Scorpio for all round performance, and that's Talon - but Talon is a shotgun-style pistol, meaning it only works at close range. Scorpio allows you to retreat and dish damage from safety. Also try: Newcomer Ushior is a hangar pistol with only one shot in the clip - but what a shot! Exceptional damage and precision make him a fantastic last resort, but his relatively high weight will see him regretfully left by many intrepid explorers. Snipers in Mass Effect Andromeda are a little tricky, since it's much harder to get your teammates to run an intervention, and encounters rarely involve good long lines of vision. But if you are such an experienced player who can make a sniper rifle work when you are on the move, you have options. Another original trilogy to hang on, Black Widow remains the best in its class. His damage is only fractionally lower than that of his rivals, and only among snipers with high damage he holds three shots. It's going to be important in Mass Effect Andromeda's run and gun style game, making it hard to take your one shot and then reset. The Black Widow is also lighter than others, with the same accuracy. Didn't get the Black Widow mixed up with his widow's cousin also ran; Widow; The heavier version has only one shot and a lower shooting rate. It will do as a last resort, but it will not replace. Also try: Isharay has the highest damage in the sniper rifle class. It's heavy and one shot only, but having a good multiplayer team to support would be deadly really. Melee weapons come in all shapes and sizes in Mass Effect Andromeda, and fall into different classes. Daggers and biotic amplifiers cause light but quick damage. Omni-tools are a little slower, but hit harder. The gloves are slow with low damage, but have a rudimentary effect. Hammers hit very hard, knock the enemies down, and relatively quickly. Swords are usually hit hard, but be a little slow to finish. But the sword of Asari? The Sword of Asari is a thing of beauty. It has the highest impact output of any melee weapon in the game, and there is no reason to give even one shit about how slow its windup attack animation is because you will blink out of existence during biotic animation, making you briefly invulnerable. This is. The image shows the one we created in addition to the avant-garde run, by the way. You can do some really special things with add-ons if you are focused on a particular build. Also try: Krogan Hammer also has a unique animation and very good damage and attack speed. Fantastic second choice if you're not a fan of Asari. There's really no excuse to put a sidewinder on the best weapons list, except that it's super fun. This six-shot pistol has the classic aesthetic of a revolver and you can ask everyone if it's time before you unholster it, so you can report it to a high noon. Sidewinder is a pretty average gun. It does better damage than the SMG, and its shooting speed and accuracy are more than reasonable. It doesn't actually end up for its small clip size, but in an emergency it's really cool to pull it out and fan the hammer. Maybe those six shots are all you need? As another bonus it weighs very little, so if you have space, hey: why not pack it? That's great. Also try: if you are looking for a very light weapon that behaves differently than others in the class, the Razerad is a strange gun that increases its shooting speed as you hold the trigger down. It has a huge clip, too. Sometimes we include links to online retailers. If you click on one and make a purchase we can get a small commission. For more information, click here. In here. mass effect andromeda multiplayer weapons list

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