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Meta Weapon Rankings – The Finals (Season 7)

Season 7 ("The Divide") of **The Finals** has shaken up the weapon meta through targeted buffs/nerfs – even without introducing new guns [1]. Below we break down **every weapon by class (Light, Medium, Heavy)** with two rankings for each class:

- **Performance-Based Ranking:** Ordered by raw stats (time-to-kill, DPS, recoil, range, etc.) and theoretical effectiveness.
- **Community Sentiment Ranking:** Reflecting tier lists and opinions from top players (e.g. Diamond-ranked discussions, Reddit threads, YouTube tier videos, etc.).

For each class, we also note differences between **Ranked vs. Casual play** and highlight a few **easy-to-use weapons for newcomers** that remain viable in Season 7's meta. All data and insights focus on Season 7 (2025) balance.

Light Class Weapons (Season 7)

The **Light class** excels in speed and mobility (150 HP). Its weapon arsenal skews toward SMGs, pistols, shotguns, and melee – high-octane weapons that hit hard up close [2] [3]. Light weapons dominate fast engagements but often have limited range. Notably, a Season 7 update buffed the low-recoil **LH1 rifle** (damage 40→42) to pull it out of bottom-tier status [4].

Light – Performance-Based Ranking (Raw Stats)

The table below ranks Light-class weapons by raw DPS and TTK (time-to-kill), assuming ideal aim. *TTK values are approximate time to kill a Light target (150 HP) with bodyshots, based on game version 7.0 stats:*

Rank	Light Weapon	Raw DPS	TTK vs Light	Notable Traits (Raw Performance)
1 (S-tier)	**SH-1900** *(Double-Barrel Shotgun)*	~260 DPS [5]	~0.0–0.2 s [5] (1-shot)	*Highest burst damage:* Can **one-shot** Light enemies up close [5]. Devastating point-blank TTK, but very short effective range and only 2 shots before reload.
2 (S-tier)	**M11** *(SMG)*	~265 DPS [6]	~0.54 s [6]	*Fastest ROF SMG:* Blazing fire rate melts targets in close quarters. Short 40-round mag and strong recoil, but unmatched CQC DPS [7] [6].
3 (S-tier)	**V9-S** *(Pistol)*	~240 DPS [8]	~0.50 s [8]	*High-damage sidearm:* Semi-auto pistol with **40 damage** per shot [8] (4-shot kill on Light). Very quick draw and reload, excellent TTK up close. Limited range, but top-tier versatility for Light.

Rank	Light Weapon	Raw DPS	TTK vs Light	Notable Traits (Raw Performance)
4 (A-tier)	**XP-54** *(SMG)*	~240 DPS [9]	~0.64 s [10]	*Easy-control SMG:* Low recoil and strong close-range damage [11] [12] . Slightly slower TTK than M11, but more accuracy at mid-range. A perennial top pick due to reliability.
5 (A-tier)	**ARN-220** *(Carbine)*	~204 DPS [13]	~0.66 s [14]	*Light AR option:* Hits for 17 damage like XP-54 [9] but a bit slower ROF. Still a very solid TTK and better effective range. After XP-54's previous nerfs, **ARN-220 is emerging as a high-elo favorite** for Light [15] .
6 (A-tier)	**LH1** *(DMR)*	~180 DPS [16]	~0.64 s [16]	*Semi-auto rifle:* 42 damage per shot (4-shot kill). Buffed in S7 to be viable again [4] . Great mid-range precision and low recoil. Still slightly slower kill-time up close compared to SMGs.
7 (B-tier)	**M26 'Matter'** *(Shotgun)*	~171 DPS [17]	~0.71 s [17]	*Quad-barrel shotgun:* Fires 4 pellets per shot. Can **2-shot Light** reliably (~121 dmg each) [18] . Very lethal indoors, but slower rate of fire than SH-1900 and less one-shot potential.
8 (B-tier)	**SR-84** *(Bolt-Action Sniper)*	~90 DPS [19]	~1.3 s (2 body) [19]	*High-damage sniper:* 118 body / 236 head [19] . Two bodyshots to kill (or one headshot kills Light). **Excellent range** and virtually no sway [11] . Slower close-up performance, but a skilled sniper can dominate sightlines.
9 (C-tier)	**93R** *(Burst Pistol)*	~95 DPS [20]	~0.52 s [21]	*Burst-fire machine pistol:* 3-round bursts with decent TTK on paper. Low DPS and small mag hurt it – buffed from 21→24 rounds in S7 [22] . More forgiving now for finishing kills, but still outclassed by V9-S and primaries.
10 (C-tier)	**Throwing Knives** *(Thrown)*	~60–120 DPS [23] [24]	~1.0 s (2 knives) [24]	*Silent throwable blades:* Two quick throws can deal 120 damage (or one charged throw ~140) [25] . **Potential 2-hit kill** on Lights [24] , but requires accuracy and has travel time. Niche, used by stealthy dash-builds.
11 (C-tier)	**Sword** *(Melee)*	~148 DPS [26]	~1.3 s (2 hits) [26]	*Light melee weapon:* 74 damage slash (2-hit kill on Light). Has a lunge dash and faster swings than Sledgehammer. **One backstab** can one-shot Light [27] . Deadly in close quarters, but you risk getting gunned down if you miss or face multiple foes.

Rank	Light Weapon	Raw DPS	TTK vs Light	Notable Traits (Raw Performance)
12 (D-tier)	**Dagger** *(Melee)*	~120 DPS [27]	~1.21 s (2 hits) [27]	*Light knife:* 60 damage quick stabs. **Backstab one-shots Light/Medium** [28], but extremely short range. High skill ceiling – lethal if you flank perfectly, otherwise very risky.
13 (D-tier)	**Recurve Bow** *(Bow)*	N/A (charged)	~1.25 s (2 hits) [29]	*Precision bow:* 60–124 damage depending on draw (headshots possible) [29]. Two charged shots to kill a Light. Offers silent, arcing shots that ignore armor. Fun but outclassed by guns in most situations.

<small>*Sources: Damage, DPS, and TTK from Season 6/7 data [30] [5] [31]. TTK assumes hitting all shots; headshots and Quick Melee can expedite kills.*</small>

Analysis: By raw numbers, **shotguns and fast SMGs reign supreme** for Light. The double-barrel *SH-1900* has the fastest theoretical kill (point-blank one-shot) [5], while the *M11* SMG boasts the highest DPS of any Light gun [6] – translating to ~0.5s TTK if you land all hits. The *V9-S* pistol and *XP-54* SMG are close behind, both killing a 150-HP target in about half a second [8] [10]. These weapons give Lights almost instantaneous lethality in close quarters. The trade-off is range: SMGs and the V9-S have damage drop-off and spread that make them less effective at distance.

In the middle of the pack, Light rifles like *ARN-220* and *LH1* offer more reach at a modest cost to TTK. The ARN's 0.66s kill-time is still competitive [14], and some high-level players now favor it after previous XP-54 nerfs [15]. The LH1 (semi-auto DMR) was notorious in early seasons for its accuracy and 2-shot headshot potential; it was nerfed into obscurity, but Season 7's buff (42 damage) puts it back to a ~4-shot kill and "more viable tier" according to devs [4]. It remains a solid pick for mid-range duels.

Lower-ranked Light weapons either require very high skill or are too situational. The **Sword** and **Dagger** can delete enemies instantly with a stealthy backstab [28], but in straight fights they're a disadvantage unless you're extremely skilled. The *Recurve Bow* and *Throwing Knives* similarly reward creative play (silent kills, arcing shots) but are generally outclassed by firearms in most encounters. The *93R burst pistol* received a magazine buff, yet its low DPS means it's still one of the slower killing options on Light [30].

Light – Community Sentiment Ranking (Tier List & Popularity)

In public opinion, the Light class weapons are often seen as the **most "meta" and overpowered** in casual play. In fact, outside of Ranked mode, **Light builds dominate ~90% of lobbies** due to their speed and kill potential [32]. Community tier lists and discussions in Season 7 tend to put the top Light guns in S or A tier based on versatility and ease of use:

- **S-Tier (Most Favored): XP-54 SMG** and **V9-S pistol** are widely considered top-tier by the community, combining high damage with ease of handling. These are often recommended as the **go-to Light primaries** for all skill levels [15]. Many players also still rate the **M11 SMG** extremely high for close-range duels (some argue its raw DPS outclasses the "nerfed" XP-54 if you can control the recoil [33]).

The *SR-84 sniper* is a bit more divisive; however, skilled snipers insist it's **S-tier in the right hands**, given it can instantly remove a player with a headshot [34]. In objective modes, a well-placed Light sniper can cover lanes and "carry" fights, so top players do respect the SR-84 accordingly.

- **A-Tier: ARN-220** and **LH1** often land in A-tier of community rankings. The ARN-220's rising popularity at high ELO (due to its versatility after SMG nerfs) has been noted in Season 7 discussions [15]. The LH1, despite its buff, splits opinion – some swear it's "LH1 supremacy" for mid-range, while others note it's *under*-used and only "A-tier at best" in practice [35]. The **Sword** (Light melee) is also considered **A-tier in skilled hands**. Many Diamond-ranked players report that a Light with dash + sword can *"squadwipe by myself"* if they catch a team off-guard [36]. In other words, the Sword is viewed as *viable but high-skill* – deadly for those who master it, but not as generally easy as a gun.

- **B-Tier:** The *M26 Matter* shotgun and **SH-1900 double-barrel** often fall to mid-tier in community lists. While these shotguns have insane TTK on paper, they are **situational**. Outside of point-blank ambushes, players find them less practical – e.g. the double-barrel is sometimes ranked **E-tier (bottom)** despite its power, because missing a shot or fighting beyond 5 meters puts you at a huge disadvantage [34]. Average players find more consistent success with automatics. **Throwing Knives** are also a middle-tier pick – some experienced Lights actually rate them on par with Sword as a viable gimmick build [37], but most players view them as fun tools rather than optimal weapons.

- **C/D-Tier:** The consensus "worst" Light weapon in Season 7 is probably the **Recurve Bow** – it's rarely seen in serious play. The **Dagger** is similarly seldom used except by challenge runners, even though a backstab is lethal. These two typically occupy the bottom tier in community rankings. The **93R burst pistol** is also generally considered weak; most Lights prefer the V9-S or a melee over the 93R as a secondary. (That said, the mag size buff did improve the 93R slightly – but community sentiment hasn't shifted much yet.)

Ranked vs Casual: In **casual public matches**, Light weapons (especially SMGs and pistols) utterly dominate the meta. As one player observes, *"Light in literally anything that isn't Ranked is stupidly powerful,"* to the point that the majority of public lobby players run Light [38]. The run-and-gun playstyle (dash, SMG, or sword rushing) racks up kills easily against uncoordinated teams. **Ranked mode**, however, sees more balance. High-tier teams still use Lights for slaying power, but coordinated opponents punish their 150 HP fragility. In Diamond ranked play, you'll often see **one Light flanker**, supported by a Medium and Heavy – rather than all-Light comps. Some weapons that pub-stomp (e.g. double-barrel shotgun or knife builds) become much less effective in organized play, where trackers (Sonar, Proximity Sensors) and teamwork can counter them. Thus, the community's top "overall" Light weapons (XP-54, V9-S, etc.) remain staples in Ranked, but the gap between Light and other classes closes when strategy is involved [39].

Light Class – Easy Picks for New Players

Newcomers to The Finals will find the Light class appealing for its speed, but its squishiness can punish mistakes. The following Light weapons are **new-player friendly** yet effective in the current meta:

- **XP-54 SMG –** *"Point and shoot" reliability.* This SMG has **very manageable recoil and strong DPS** [11] [12]. It excels at hipfire spraying in close quarters. New players can stick to cover, flank, and spray targets with the XP's large magazine. Even after slight nerfs, it's still a top-tier gun that's easy to get value from.

- **V9-S Pistol –** *High damage, fast reload.* Don't underestimate this starting pistol – it packs **40 damage a shot** and fires as fast as you click [8] . For a newcomer Light, the V9-S provides a versatile weapon that kills quickly up close but also remains accurate at mid-range (unlike an SMG). Its quick reload can bail you out in clutch moments. It's widely regarded as one of the best all-around weapons and a great first unlock [40] .

- **ARN-220 Carbine –** *Accurate and forgiving.* The ARN is essentially an assault rifle scaled for the Light class. It has mild recoil and better range than the SMGs, making it a solid choice if you struggle with the spray-and-pray style. Its DPS is a bit lower, but landing a few headshots will down enemies fast. After the recent balance shifts, many experienced players consider the ARN-220 the Light's **"best weapon right now"** at higher skill levels [15] – and it's a weapon that new players can also pick up and perform with due to its stability.

(Honorable mention: If melee intrigues you, the **Sword + Dash** combo is worth trying – it's surprisingly approachable. The Sword's lunge plus the Light's dash ability can close gaps quickly. Many new Lights find success dashing in and slashing enemies, especially in chaotic modes. Just be aware that as skill levels rise, this tactic needs more finesse to avoid getting focused down.)*

Medium Class Weapons (Season 7)

The **Medium class** (250 HP) is a jack-of-all-trades with a balanced arsenal: assault rifles, marksman rifles, shotguns, and tactical gear like the Riot Shield [41] [42] . Mediums don't have the one-shot lethality of Lights or the sheer tankiness of Heavies, but they bring **versatility**. Season 7 didn't add new Medium weapons, but it did adjust a key one: the **Cerberus 12GA** shotgun was nerfed (damage per pellet 10→9) to curb its dominance at close range [43] . Mediums still excel as *support slayers* – providing team utility (healing, scouting) while packing solid firepower.

Medium – Performance-Based Ranking (Raw Stats)

Raw stats show Medium weapons as well-rounded, with a mix of mid-range DPS and a few high-burst options. The table below ranks Medium-class weapons by theoretical performance (DPS/TTK):

Rank	Medium Weapon	Raw DPS	TTK vs Light	Notable Traits (Raw Performance)
1 (S-tier)	**Cerberus 12GA** *(Shotgun)*	~200 DPS [44]	~0.60 s (2 shots) [45]	*Burst-damage shotgun:* 120×2 damage per shell [44] . **Two shots** will kill a Light (and 3 will drop a Heavy). Extremely fast TTK at point-blank, making it the Medium's hardest-hitting raw weapon. Nerfed slightly in S7 to reduce its "over-effectiveness" in close quarters [46] .

Rank	Medium Weapon	Raw DPS	TTK vs Light	Notable Traits (Raw Performance)
2 (S-tier)	**FCAR** *(Battle Rifle)*	~198 DPS [47]	~0.67 s [47]	*High-caliber AR:* 22 damage, high recoil but **very fast kill-time** (7 shots to kill a Light in ~0.67 s) [47] . In raw DPS it rivals the AKM. Demands burst control due to hefty kick [12] , but rewards skilled aim with superb damage output.
3 (A-tier)	**AKM** *(Assault Rifle)*	~200 DPS [48]	~0.70 s [49]	*Well-rounded AR:* 20 dmg, moderate ROF. **Reliable 0.7s TTK** versus Light [48] , with good range and decent handling. Its occasionally wild recoil requires practice, but it's effective in most scenarios [50] . Many consider the AKM the Medium's "all-purpose" best gun.
4 (A-tier)	**FAMAS** *(Assault Rifle)*	~195 DPS [51]	~0.76 s [52]	*Precision AR:* 24 dmg, fires in controlled bursts (or high ROF full-auto). Slightly slower theoretical TTK than FCAR, but very accurate. Great for headshots. Often favored by players who value consistency over raw DPS spikes.
5 (B-tier)	**Model 1887** *(Lever Shotgun)*	~135 DPS [53]	~0.89 s (2 shots) [54]	*Lever-action shotgun:* Hits 108 per shell [53] , needing 2 shots for Lights. Can **2-shot kill** up to Medium class. Slower fire/reload than Cerberus, but a tighter spread – excels at slightly longer shotgun range. Solid burst damage but requires accuracy and cover to cycle shots.
6 (B-tier)	**CB-01 Repeater** *(Marksman)*	~102 DPS [55]	~0.82 s (2 shots) [56]	*Scoped lever rifle:* 84 body damage [55] . Two shots to kill a Light in ~0.82 s – quite fast for a semi-auto. Essentially a mini-sniper for Medium. High per-shot damage makes it great for peek shooting, but ROF is limited and you must hit your shots.
7 (B-tier)	**R.357** *(Revolver)*	~172 DPS [57]	~0.86 s (3 shots) [57]	*Handcannon sidearm:* 74 dmg per round [57] . Needs 3 body shots to kill a Light (2 shots = 148 dmg, just shy) so TTK ~0.86 s. Hits **very hard** and maintains damage at range. Great pocket weapon to finish wounded enemies or duel Lights, but 6-round capacity and slow rate punish misses.
8 (C-tier)	**CL-40** *(Grenade Launcher)*	~112 DPS [58]	~0.80 s (2 direct hits) [59]	*Pump-action GL:* Fires bouncing grenades (90 dmg on blast) [58] . Two direct hits will kill a Light in ~0.8 s; however, against moving targets you often need a reload for a 3rd shot (making TTK vs heavies 2.4 s) [60] . **Excellent for destroying cover and area denial**, but for direct kills it's inconsistent. Raw damage is decent, but situational.

Rank	Medium Weapon	Raw DPS	TTK vs Light	Notable Traits (Raw Performance)
9 (C-tier)	**Pike-556** *(DMR/Sniper)*	~166 DPS [61]	~0.90 s (3 shots) [62]	*Marksman rifle:* 50 dmg body, 75 head. Requires 3 body hits to down a Light (exactly 150) in about 0.9 s if rapid-fired [61]. Essentially a slower, longer-range alternative to the Repeater. Good for picking at mid-long range, but low fire rate makes close fights tricky.
10 (C-tier)	**Dual Blades** *(Melee)*	N/A (melee combo)	~? (3+ hits)	*Dual wield swords:* Rapid slashes ~50–65 dmg each [63]. Can reflect bullets with timing [64]. Fun but not a top-tier kill weapon – requires multiple hits and mastery of deflect timing. Mostly a style pick; objectively outclassed by guns for damage output.
11 (D-tier)	**Riot Shield** *(Shield)*	~140 DPS (bash) [65] *	~N/A (utility)*	*Defensive "weapon":* Blocks bullets instead of outputting damage. Bash deals ~90 damage [65], but using the shield is more about cover. **Great utility** (negates tons of damage when deployed), but its killing power is low. It's a trade-off: you sacrifice a primary weapon for survivability. In pure TTK terms, it's the lowest since you can't quickly kill with it.

<small>*DPS/TTK for Riot Shield are not directly comparable – it isn't used to DPS race, but its bash can finish off low-HP enemies.*</small>

Analysis: Statistically, **automatic rifles and the Cerberus shotgun stand out** for Mediums. The *Cerberus 12GA* has the best raw TTK – roughly 0.6s to kill a 150-HP enemy with two blasts [45]. This shotgun gave Medium builds near-Heavy-level burst damage (hence the Season 7 nerf to its pellets [46]). It's still extremely potent up close, essentially a "power weapon" for Mediums.

Among rifles, the *FCAR* and *AKM* are neck-and-neck in pure lethality. The FCAR's bullets hit slightly harder (22 vs 20) which lets it kill in one less shot than AKM [47] [48] – that's why its theoretical TTK is a hair faster (~0.67s vs 0.7s). However, the FCAR kicks hard, so landing all those shots on target is the challenge. The *AKM* is a bit easier to control and remains a balanced choice with reliable damage at medium range [66]. The new *FAMAS* (introduced in a recent season) slots in similarly; it has a high fire rate and excellent accuracy, trading a slight bit of DPS for stability.

The Medium class also has **strong semi-auto options**: the *CB-01 Repeater* can two-tap Lights with its 84-damage rounds [55], which is very fast if both shots land. The *R.357 revolver* packs a punch as a secondary – three hits will down most targets, and it's great for poking at range due to lack of damage drop-off. These weapons underscore the Medium's flexible toolkit: you can opt for automatics or high-damage precision depending on your playstyle.

Lower in the raw rankings, the *CL-40 grenade launcher* is notable. Its damage per shot is high (90 splash, or 100 on a direct hit) [67] [68], but its practical TTK can lag since you often need to bounce nades or reload for

a third shot against full-health enemies [69] . Purely on weapon DPS it's mid-tier, but its real value is utility (terrain destruction, flushing out campers). The *Pike-556* DMR also falls in mid-tier; it's essentially a mini-sniper with slower kill potential than the Light's SR-84 or the Medium's own Repeater, but still useful if you keep your distance.

Unsurprisingly, the **Riot Shield** comes in last for raw kill potential – it's not designed to output damage (aside from an occasional shield-bash). Likewise, the **Dual Blades** melee are a flashy choice with very limited raw DPS. They can reflect bullets and slice quickly, but it takes multiple swings to down a target, making them suboptimal in most fights.

Medium – Community Sentiment Ranking (Tier List & Meta Picks)

Medium-class weapons have a more mixed reputation among the community. Many players focus on Light or Heavy, sometimes dubbing Medium as the "support class." However, in Season 7 the Medium arsenal has some standout favorites. Community tier lists and discussions often highlight these:

- **S/A-Tier (Top Medium weapons): FAMAS and AKM** are frequently cited as the best all-around Medium primaries. For example, one Season 7 player asked *"AKM or FCAR or FAMAS – which is the way to go?"* and many answered that **AKM** remains the most reliable choice [70] [71] . The FAMAS's strong showing since its introduction also lands it in top tier – players love its low recoil and headshot potential. **Cerberus 12GA** is widely considered a top-tier (or at least high A-tier) Medium weapon as well, *if* you can get in range. Pre-nerf, community sentiment was that Cerberus was borderline overpowered (reflected in *"negative feedback"* the devs received about its burst damage [72]). Even after the slight damage nerf, many Medium mains still keep Cerberus in their kit for close maps. Finally, the **SR-84 sniper (Light class)** often comes up in Medium meta discussions as well – not because Mediums can use it, but because a Light sniper can counter Mediums. This dynamic leads top Medium players to sometimes carry the **R.357 revolver or a DMR** to fight back at long range. In community tier lists, those precision sidearms (Revolver, Repeater) are usually B-tier overall, but essential in certain matchups.

- **B-Tier (Good situational weapons):** The **FCAR** battle rifle splits the community. Some top players love its damage output, while others feel it's overrated. One high-level comment noted that *"FCAR is only liked because you can 'beam' players from rooftops,"* implying that its advantage is mainly when you can post up and laser people, but *"AKM is better IMO"* for general play [71] . So, many tier lists place FCAR around A or B tier – very strong but requiring skill to maximize. The **Model 1887** shotgun is generally seen as a notch below Cerberus; it's acknowledged as powerful, but fewer people use it due to its slower rate of fire. Similarly, the **CL-40 grenade launcher** tends to land around B-tier in community rankings. Players don't pick it for dueling power, but competitive teams *do* value it for enabling pushes. In fact, some experienced voices rank **CL-40 as high as A-tier** purely for its utility in destroying cover and "shelling" entrenched enemies [73] . It's a key part of certain tactics even if its direct kill rate is lower.

- **C-Tier (Average or niche picks):** The **Pike-556** and **CB-01 Repeater** usually end up here. They're effective marksman guns, but the average player finds more success with automatics. They require accuracy and are a bit niche (you'd run these only if you plan to stay at range). The **Dual Blades** are also a gimmick – rarely seen in serious play. A fun clip might circulate of someone deflecting bullets Jedi-style, but in objective play it's rare. Most community lists put melee weapons in low tiers unless

discussing Lights (who have dash synergy). The **Riot Shield**, while extremely useful in gameplay, is often not even included in "weapon" tier lists or just put at the bottom. Players acknowledge its value (a common sentiment: *"Riot shield is awesome"* for breaching and defense [74]), but since it's hard to compare to guns, it's not usually ranked for damage meta. If anything, people might rank it low for personal performance since it doesn't get kills – but those who master it know its worth in team comp.

Ranked vs Casual: The Medium class sees **more play in Ranked** than in casual. In public matches, many players skip Medium in favor of the flashier Light or Heavy roles. But in coordinated teams, a Medium often holds the backbone role (bringing gadgets like **Healing Beam or Recon sensors**). This means in **Ranked meta**, the top Medium weapons (AKM, FAMAS, etc.) are definitely in use, but often to **support the team's strategy** rather than pure fragging. For instance, a Medium player in ranked might take an AKM plus a Riot Shield or Scanner – focusing on area control and info, letting the Light chase kills and the Heavy anchor. As a result, weapons like the **CL-40 GL** or **Riot Shield** actually **gain value in Ranked** (where their strategic impact shines), even though a casual player might avoid them. Conversely, a weapon like the Cerberus shotgun can be a pub-stomping tool in casual TDM, but in a serious ranked match a Medium may not get as many opportunities to close distance without coordination. The community notes that certain Medium weapons *"dominate on a second Heavy in premade strats"* (e.g. using a Medium's CL-40 in combo with a Heavy holding the frontline) [75] , underscoring how their effectiveness often depends on teamwork. In short: **casual players tend to underrate Medium weapons**, but in Ranked, the class and its guns quietly play a crucial role in a balanced team.

Medium Class – Easy Picks for New Players

For newcomers who choose Medium, the goal is to leverage its balanced nature. You have more survivability than Light, but less raw damage than Heavy – so you want weapons that are forgiving and versatile. Here are some newbie-friendly Medium weapons that still perform well in the Season 7 meta:

- **AKM –** *Bread-and-butter assault rifle.* The AKM's solid damage (20 per shot) and moderate recoil make it an **excellent starter weapon** [48] . It's effective at mid-range, which is where new Medium players should try to engage (not too close, not too far). The AKM can handle a bit of everything – you can tap-fire at long range or full-auto up close. Many guides list the AKM as a top pick for learning Medium class basics [76] [77] .

- **FAMAS –** *Accurate and newbie-friendly.* If you have it unlocked, the FAMAS is arguably even easier to use than the AKM. It has very low recoil and a high rate of fire, meaning you can **land more shots on target with ease**. Its DPS is only slightly lower than AKM's, and you likely won't notice the difference unless you're in a pure duel. New players will appreciate the FAMAS's stability – it's forgiving if your tracking isn't perfect yet, and it can teach you to go for headshots (which it rewards heavily).

- **R.357 Revolver –** *High damage sidearm.* For a secondary, the revolver is a great choice while learning. It hits hard, so even if you panic and only land one or two shots, you've meaningfully hurt the enemy. It also forces you to aim carefully, which builds good habits. Seasoned players often carry the R.357 to finish off heavies or fight at longer ranges [78] . For a newbie, it can serve as a crutch when your primary mag is empty – two shots from the hip can drop a wounded foe quickly. Just be mindful of the slow fire rate.

*(Honorable mention: **Cerberus 12GA** can be fun for new players who prefer close-range action. It will delete enemies at point-blank with two blasts, which is very satisfying. However, be aware of its limited range – as a new Medium, you might find yourself over-extending trying to get in range. If you stick to indoor fights, Cerberus can carry you, but have a plan for enemies outside shotgun range.)*

Heavy Class Weapons (Season 7)

The **Heavy class** is the slow-moving tank (350 HP) that excels at area denial, defense, and brute-force firepower [79] [80] . Heavy weapons include LMGs, explosive launchers, heavy shotguns, and melee bruisers like the Sledgehammer. Season 7's balance changes hit the Heavy meta particularly hard: the once-dominant **Sledgehammer melee** was nerfed significantly (primary damage 115→100, heavy attack 200→154) [81] [82] due to its overwhelming success and *"negative sentiment"* from the community [83] . Meanwhile, the **M134 Minigun** got a buff to environmental damage (better destruction) [84] and the **KS-23** shotgun was buffed for destruction as well [85] . These shifts aim to keep Heavy's identity as the **demolition and frontline** class, while reining in anything that was too oppressive.

Heavy – Performance-Based Ranking (Raw Stats)

Heavy weapons pack huge magazines, high damage per shot, or both. Below is the performance ranking for Heavy-class weapons by raw TTK/DPS potential:

Rank	Heavy Weapon	Raw DPS	TTK vs Light	Notable Traits (Raw Performance)
1 (S-tier)	**SA-1216** *(Auto Shotgun)*	~240 DPS [86]	~0.30 s [87]	*Quad-burst shotgun:* Unleashes **4 shells in a burst**, each ~72 dmg [86] . This yields an **instant kill on Light classes (~0.3s)** if all pellets connect [87] . Unrivaled CQC kill speed. Limited by 16-round mag (4 bursts) and short range, but a top pick for breaching and point defense.
2 (S-tier)	**M134 Minigun** *(LMG)*	~275 DPS [88]	~0.52 s [89]	*Gatling gun:* Highest sustained DPS of any weapon. **0.5s TTK** on Lights if continuously fired [88] . 100-round belt and suppression power. Downsides: 1-second spin-up before firing and very heavy – restricts movement/ADS. In raw damage output, it's practically unmatched, but it's best used from a fortified position.

Rank	Heavy Weapon	Raw DPS	TTK vs Light	Notable Traits (Raw Performance)
3 (A-tier)	**ShAK-50** *(Heavy Rifle)*	~210 DPS [90]	~0.57 s [91]	*Heavy-caliber rifle:* 30 damage per shot, moderate ROF [90] . Kills in 5 shots (or ~2 headshots). **Excellent mid-range performance** – accurate and hard-hitting. TTK ~0.57s vs Light is competitive with LMGs [92] , but with much better precision. This weapon has been a top meta choice (it was Tier S in Season 6 [93]) because it lets Heavies output AR-like damage at range while retaining Heavy durability.
4 (A-tier)	**M60** *(LMG)*	~193 DPS [94]	~0.72 s [95]	*Heavy machine gun:* 20 dmg, large mag (70) [96] . TTK ~0.72s vs Light, similar to Lewis [97] . **High sustained fire** – can mow down multiple enemies without reloading. Recoil is heavy but manageable in bursts. Highly valued for providing suppressive fire; some Heavy mains consider the M60 **S-tier in practice** due to its magazine size and versatility [98] .
5 (A-tier)	**Lewis Gun** *(LMG)*	~187 DPS [99]	~0.72 s [100]	*Lightweight LMG:* 22 dmg, 47-round drum. Nearly identical TTK to M60 (~0.7s) [97] . Slightly faster reload, slightly smaller mag. Good accuracy for an LMG. Often a toss-up with the M60 – both are excellent. Lewis trades a bit of capacity for a bit less recoil, so which one is "better" comes down to preference (and some argue the M60's bigger mag makes it edge into S-tier [98]).
6 (B-tier)	**.50 Dual Pistols** *(Handguns)*	~168 DPS [101]	~0.78 s [102]	*.50 cal pistols akimbo:* 44 damage per shot (each pistol) [101] . Effectively doubles the firepower of a Desert Eagle. Can kill a Light in ~4-5 shots (two triggers pulled ~0.78s) [103] . Very strong up close, and you can move faster with pistols out than hefting an LMG. Downsides: high recoil and limited effective range. Still, many Heavy players love "Dualies" for the blend of mobility and burst.

Rank	Heavy Weapon	Raw DPS	TTK vs Light	Notable Traits (Raw Performance)
7 (B-tier)	**Sledgehammer** *(Melee)*	N/A (melee)	~0.7 s (2 swings)	*Two-handed hammer:* **One heavy swing (154 dmg)** will now kill a Light outright [82] . A normal swing does 100 (was 115) [81] , needing 2 hits on Light. Raw TTK ~0.7–1.0s for 2 swings, but it has considerable reach and staggers enemies. Once the *most feared weapon* in the game, it was nerfed due to being too effective (top 3 in win rate) and unfun to fight [83] . Still lethal in close range, but less dominant than before.
8 (C-tier)	**SAW Launcher (MGL-32)** *(Grenade Launcher)*	~124 DPS [104]	~0.67 s (2 direct)** [105]	*Drum grenade launcher:* Fires up to 6 grenades (83 dmg each) [104] . Two direct hits will insta-kill a Light in ~0.67s, but **its grenades explode on second impact** (they bounce once) [106] , making direct-hit kills tricky. In practice, the MGL is used for area denial rather than dueling. Raw DPS is decent, but because of the bounce mechanic many players find it unreliable – often described as *"hot booty" (F-tier)* unless defending a fixed position [107] .
9 (C-tier)	**KS-23** *(Pump Shotgun)*	~121 DPS [108]	~0.80 s (2 shots) [108]	*Pump-action 4ga:* 100 damage per shot [108] . Two shots to kill a Light (150 HP) in ~0.8s, which is actually quite solid. However, its pump rate and small magazine make it much slower for follow-ups (and 3 shots needed on Medium, 4 on Heavy). The KS-23 was buffed for destroying walls in S7 [85] , indicating its role is more breaching than PvP. It's powerful up close but strictly inferior to the SA-1216 in most PvP scenarios.
10 (D-tier)	**Flamethrower** *(Incendiary)*	~85 DPS [109]	~1.41 s [110]	*Short-range flamethrower:* Continuous flame deals 30 dmg per tick [109] and can hit multiple targets. TTK is a slow 1.4s vs Light and nearly 4s vs Heavy [110] , due to lower DPS. Its strength is **area denial** – it panics enemies and controls space with afterburn. But purely for killing, it's one of the weakest Heavy options. Many consider it fun but situational (some prefer it for consistency over shotguns, but it's generally ranked low [111]).

Rank	Heavy Weapon	Raw DPS	TTK vs Light	Notable Traits (Raw Performance)
11 (D-tier)	**Spear** *(Melee)*	N/A (melee)	~1.3 s (2 hits)**	*Heavy polearm:* Can perform a combo jab (~65–90 dmg each) or a spinning attack (multi-hit) [112]. In theory, you could two-hit kill a Light (if both thrusts land max damage). However, it's even harder to use than the Sledgehammer due to slower attacks. The spear's spin can hit multiple foes, but that's rare. Overall, it's a style weapon with poor performance – nearly always outclassed by the hammer pre-nerf, and still a very niche pick.

<small>**Note:** TTK assumes bodyshots; headshots or backstabs can speed up kills for some heavy weapons. The MGL-32 and spear values are highly scenario-dependent.</small>

Analysis: In raw metrics, **Heavy weapons deliver incredible damage but often at the cost of speed or handling.** The *SA-1216 auto-shotgun* boasts the *fastest TTK in the entire game* – a four-shot burst can gib a full-health enemy in a third of a second [87]. This makes it the king of close-quarter ambushes. It truly shines when a Heavy can catch multiple enemies in tight spaces (each burst can be distributed across targets). Its limitation is obvious: beyond a few meters, that damage falls off rapidly, and outside of point-blank, you likely won't land all pellets.

The *M134 Minigun* leads in sustained DPS; once spun up, it will tear through even Heavy opponents alarmingly fast [88] [113]. Its raw stats are balanced by its drawbacks – the spin-up delay and reduced mobility. In a head-on 1v1 at close range, a Minigun Heavy actually might lose to a point-blank shotgun or even a mobile Light, if the Heavy hasn't pre-spooled the barrels. But when set up properly (e.g. holding an objective with cover), the Minigun's numbers make it almost impossible for enemies to peek without being shredded.

The *ShAK-50 heavy rifle* stands out as the **best "all-round" gun by stats** – it doesn't have the extreme DPS of the top two, but it has range, accuracy, and still very high damage. It's essentially a battle rifle that Heavy can use to contest mid-range fights on equal footing with lighter classes. The ShAK-50's presence in S-tier of many stat-based lists [93] shows how valuable that balance of power and precision is.

Heavy's LMGs (*M60, Lewis Gun*) sit just below the top tier statistically, but are still extremely strong. A ~0.72s TTK vs Light is as good as the mid-tier Light weapons, and of course Heavy LMGs maintain that TTK out to longer ranges with large mags. Many Heavy mains actually prioritize LMGs for their reliability – a sentiment reflected in comments like *"I consider M60 an S-tier weapon as well"* in terms of actual gameplay impact [98]. The raw data backs up that M60 and Lewis are very close; any edge one has is situational (mag size vs reload speed).

Melee and explosive Heavy weapons rank lower in pure DPS. The *Sledgehammer*, pre-nerf, might have been near the top – it could one-shot Lights and combined with quick melee for devastating combos [114]. After the nerf, its 2-hit kill on most classes slows it down, but it's still formidable if you land hits (and it retains decent AoE swing arcs). The raw numbers don't fully capture the psychological impact of a Sledgehammer

charging at you, which often forces enemies to retreat. The *MGL-32 grenade launcher* and *Flamethrower* bring up the rear in DPS primarily because their damage is spread over time or requires multiple hits. The MGL's bounce mechanic particularly makes its effective DPS lower than the paper 124 – frequently one grenade hit won't explode until a second later, delaying damage. The Flamethrower's 85 DPS is clearly the lowest of the bunch [110] ; heavies using it rely on the fact that enemies can't see or shoot well while taking flame damage, effectively "soft CC" rather than raw kill speed. The *Spear* unfortunately has poor showings in both paper DPS and practical use – it's more a fun challenge weapon than a competitive choice.

Heavy – Community Sentiment Ranking (Tier List & Meta Picks)

The Heavy class meta in Season 7 has been in flux due to the Sledgehammer nerfs. Community sentiment reflects a shift from melee-dominated heavy play to a **gun-centric heavy meta**. Here's how players are ranking Heavy weapons and why:

- **S-Tier (Community Favorites): ShAK-50** and the **Heavy LMGs (M60 & Lewis)** are widely considered the core of Heavy's meta arsenal. In Season 6, the ShAK-50 was often called the best overall weapon in the game [93] , and it remains a top pick – heavy players love that it lets them contest fights at range and deal big damage reliably. The M60 in particular has a strong fan base: one veteran Heavy "D2 heavy main" said *"I agree 99% with [the tier] list, but I consider M60 an S-tier weapon as well"* [98] , citing its large mag and equal TTK to Lewis. The community generally puts **M60 and Lewis in A or S tier** – both are excellent, with slight debate over which is better. The consensus is that a Heavy wielding either LMG is a high-value team asset in the current meta (especially post-Sledgehammer nerf). **.50 Dual Pistols** also get an honorable mention in upper tiers; many heavies use them as a "secondary primary" for close range. They offer mobility and burst that heavies sometimes need to finish off agile Lights. You'll often see Dualies rated A-tier in community lists, as they nicely complement the slower heavy guns [115] .

- **A-Tier: SA-1216 Auto-shotgun** sits here in many community rankings. It's undeniably powerful – some might put it S – but it's limited to specific scenarios. Players acknowledge it *"hits hard but sometimes feels like you're shooting pebbles"* at range [116] , so its performance can be inconsistent. It's a favorite for defensive Heavy players who guard objectives (where enemies have to push into you). Another A-tier by sentiment would be the **Minigun**, though opinions vary. When Season 7 launched, a number of players noted the Minigun felt stronger (partly due to minor bug fixes and meta shifts). In practice, public sentiment places it around A-tier: terrifying when spun-up in a good position, but not something you can always use freely. **Sledgehammer** post-nerf likely falls to A-tier as well. Before, it was unquestionably S-tier (perhaps *the* S-tier heavy weapon). After losing ~15% of its damage, many players still use it, but it's no longer a "free win" button. There's relief in the community that the *"heavy with a sledgehammer rushing you"* is a bit more counterable now [117] . It's still often ranked among top Heavy options due to its close-range dominance, but now with the caveat that it requires more skill (two hits, or careful timing, instead of one-shot combos).

- **B-Tier: SAW (MGL-32) Grenade Launcher** and **Flamethrower** usually land here or lower in community tier lists. The Heavy grenade launcher probably gets the worst rap – players in forums have called it *"so useless it's incredible"* [118] and suggest it belongs in its **own F-tier** [107] . That said, a few creative heavy mains swear by it for area denial. One heavy user argued *"I main the MGL... it's viable, but it SUCKS in 1v1 situations"* [119] – implying that while it might not top any tier lists, it has niche use in modes like Cashout defense (when paired with barriers or a mesh shield). The

Flamethrower is generally seen as a for-fun weapon; most tier lists rank it low because of its poor 1v1 performance. Some players personally favor it (finding its consistency comforting when, say, heavy shotguns sometimes whiff) [111], but on the whole it's considered suboptimal. **KS-23** shotgun similarly is viewed as a downgrade from the SA-1216 – it's rarely ranked above B or C. Heavies who want a shotgun overwhelmingly pick the auto-shotty; the KS-23's only real advantage is environmental breaching (and indeed, Season 7 buffs targeted that, not its PvP damage). Thus, community sentiment puts KS-23 near the bottom of heavy weapons.

- **C/D-Tier: Spear** is almost universally bottom-tier in player opinions. It's seldom used except for memes. The general view: if you're going to melee as Heavy, use the Sledgehammer – the spear's tiny potential advantages (slightly longer range on thrust, fancy spin attack) don't make up for its lower damage and slower attacks. The spear often isn't even mentioned in tier discussions (a sign of how irrelevant it is). Occasionally someone might make a spear montage, but it's not part of the "meta" in any meaningful way. At best, it's considered a fun gimmick.

Ranked vs Casual: The Heavy class sees a **drastic meta difference between casual and competitive play**. In casual matches, heavies are sometimes less common (due to their slower pace – many solo players gravitate to fast Lights). Those heavies that do well in pubs often relied on the Sledgehammer pre-nerf, charging into chaotic fights and racking up kills on disorganized opponents. In **Ranked/team play**, Heavy is almost always present (a coordinated team benefits hugely from a tank), but the playstyle shifts to a more methodical approach. Instead of chasing kills, a Ranked Heavy typically **anchors objectives, provides suppressive fire, and soaks damage**. This means that in Ranked, **ranged Heavy weapons gain even more importance** – e.g. an LMG Heavy laying down cover fire from medium distance, or a ShAK-50 Heavy picking off targets, is extremely valuable. The Season 7 changes specifically addressed Ranked balance: the devs noted Sledgehammer had *"win rates far above target"* even at high skill, making it almost mandatory [120]. Post-nerf, we're seeing Ranked heavies diversify back to guns. One common tournament strategy now is a Heavy with M60 or ShAK-50 holding angles while a Medium supports and a Light flanks. In casual play, you might still encounter "all Heavy" meme teams or a Heavy running Flamethrower for fun. In Ranked, however, every Heavy weapon choice is about utility: **MGL grenades to stall a push**, **Minigun + Dome Shield to lock down a cashout**, etc. So, heavy weapons that are considered weak in a deathmatch context (like the MGL or Flamethrower) can still have situational use in Ranked tactics – but overall, the community agrees that the heavy meta has shifted toward a gun-focused approach (LMGs and ShAK) being the optimal path to victory in serious play.

Heavy Class – Easy Picks for New Players

For newcomers trying Heavy, it's important to leverage your durability while mitigating your slower speed. New heavy players should choose weapons that allow them to contribute damage without needing advanced techniques. Here are some beginner-friendly Heavy weapons that are effective in Season 7:

- **M60 LMG –** *Spray-and-pray powerhouse.* The M60 is an excellent starter heavy weapon because of its huge magazine and high fire rate. **You can sustain fire for a long time (70 rounds)** [96] **, which forgives missed shots.** As a new Heavy, you might have trouble tracking fast targets – the M60 lets you lay down a wall of bullets that will eventually connect. Its recoil is hefty, but you can crouch to stabilize or fire in bursts. The damage is high enough that even a few hits will scare or soften enemies. In the current meta, the M60 is considered on par with the very best heavy guns [98], so you won't be held back by using it.

- **Lewis Gun –** *Slightly easier LMG.* If unlocked, the Lewis can be even more newbie-friendly due to its somewhat lower recoil and quicker reload compared to the M60. It has a 47-round drum, which is still plenty for most fights. New players will find the Lewis a bit more agile to handle. Stat-wise it's nearly identical to the M60 [99], so it's really about which feel you prefer. Either LMG will let a beginner Heavy **hold down lanes and output constant damage**, which is your primary job early on.

- **.50 Akimbo Pistols –** *Surprising mobility for Heavy.* The dual Desert Eagles might sound high-recoil for a newbie, but they serve an important role: they let you **move at full speed and still deal serious damage**. New heavy players often struggle when caught in the open with a slow weapon. By switching to dual pistols, you can chase or retreat while firing. Each shot hits very hard (2-3 shots can drop most enemies) and you have two guns firing alternately. The recoil is vertical and manageable with practice – and at the close ranges you'd use these, it's not too punishing. Many experienced Heavies use dualies as a crutch in close fights (especially after the Sledgehammer nerf), so they're a valid and fun choice for a newcomer who wants to go toe-to-toe with speedy Lights [121].

(Honorable mention: **Sledgehammer** – It might sound odd as a "new player" weapon, but historically the Sledge was very easy to use effectively (point at enemy, click, get kill). After nerfs, you can't be quite as reckless, but it's still straightforward: two hits will finish most enemies. If you're a new Heavy player who prefers an aggressive style, the Sledgehammer can teach you positioning and timing for melee combat. Just be aware that you'll need backup if the enemy team focuses you. Many new players had success with Sledge in earlier seasons, and while it's not as forgiving now, it's still a potent tool in inexperienced hands – just swinging wildly won't insta-gib people anymore, so you'll learn quickly to pick your swings.)*

Sources: Official Season 7 Patch Notes [81] [83] ; Community discussions and tier lists on Reddit [15] [34] [98] ; Weapon statistics from The Finals Wiki and EsportsRambles (DPS/TTK data) [5] [44] [86] ; Skycoach and eXputer weapon ranking guides [122] [76] . These sources and in-game testing provide the basis for the rankings above. All information is up to date as of Season 7 (mid-2025).

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