**Key Points**

* Research suggests the meta weapons in *The Finals* Season 7 vary by class, with some weapons like LH1 (Light) and AKM (Medium) likely dominant due to recent buffs and community feedback.
* It seems likely that ranked and casual modes have different preferences, with ranked favoring high-skill weapons and casual favoring easier options.
* The evidence leans toward XP-54, AKM, and Shak-50 being top picks for new players due to their ease of use and effectiveness.

**Weapon Rankings by Class**

Below are the rankings for Season 7, based on community sentiment and balance changes, split by class. These rankings consider both peak performance and viability for new players.

**Light Class**

* **S Tier**: XP-54, M11, LH1 (recently buffed for better damage)
* **A Tier**: V9S, SR-84, arn-220
* **B Tier**: SH1900, Sword
* **C Tier**: M26 Matter, Recurve Bow, 93R (improved magazine size), Throwing Knives
* **D Tier**: Dagger

**Medium Class**

* **S Tier**: AKM, FCAR
* **A Tier**: Famas, Pike-556, R.357
* **B Tier**: CL-40, Model 1887
* **C Tier**: Cerberus 12GA (nerfed for lower close-range damage), cb-01 repeater
* **D Tier**: Dual Blades, Riot Shield

**Heavy Class**

* **S Tier**: Shak-50, .50 akimbo
* **A Tier**: M134 Minigun (improved environmental damage), Lewis Gun, M60
* **B Tier**: Flamethrower, SA1216, Sledgehammer (nerfed, reduced damage)
* **C Tier**: KS-23 (better at destroying walls), MGL32
* **D Tier**: Spear

**Ranked vs. Casual Modes**

* **Ranked Mode**: High-elo players likely favor weapons like LH1, XP-54, AKM, and Shak-50 for their versatility and high skill ceiling, especially in competitive play.
* **Casual Mode**: Easier-to-use weapons like Sword, M11, Model 1887, and Flamethrower seem popular, offering fun and effectiveness without requiring advanced aim.

Due to limited specific data for Season 7, these are educated guesses based on trends from earlier seasons.

**Suggestions for New Players**

For beginners, consider these weapons for their balance of ease and effectiveness:

* **Light**: XP-54 (automatic, high damage, forgiving)
* **Medium**: AKM (reliable, good range, manageable recoil)
* **Heavy**: Shak-50 (powerful sniper, straightforward to use)

**Survey Note: Detailed Analysis of *The Finals* Season 7 Meta Weapons**

This detailed analysis explores the meta weapons in *The Finals* for Season 7, focusing on community sentiment, balance changes, and rankings by class, with separate considerations for ranked and casual modes. It also includes suggestions for new players and a breakdown of community feedback versus raw data like Time to Kill (TTK). The analysis is based on available resources as of June 19, 2025, acknowledging the complexity due to limited Season 7-specific data.

**Background and Context**

*The Finals* is a team-based, first-person shooter known for its dynamic environments and class-based gameplay, with Light, Medium, and Heavy classes each having unique weapons. Season 7, launched on June 12, 2025, introduced no new weapons but included balance changes that shifted the meta. Key changes include buffs to LH1 (Light), nerfs to Cerberus (Medium) and Sledgehammer (Heavy), and environmental damage improvements for KS-23 and M134 Minigun (Heavy). These adjustments, detailed in the patch notes

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AI-generated content may be incorrect.](https://www.reachthefinals.com/patchnotes/700)](https://www.reachthefinals.com/patchnotes/700" \t "_blank)

, form the basis for our analysis.

Given the lack of a specific Season 7 weapon tier list, this report uses the Season 6 tier list from [thefinals.gg](https://thefinals.gg/tier-list/weapons) as a starting point, adjusted for balance changes and community feedback from platforms like Reddit and gaming websites.

**Methodology**

The rankings are derived from:

* Patch notes for Season 7, highlighting buffs and nerfs.
* Community discussions on Reddit, such as posts asking about the current meta

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AI-generated content may be incorrect.](https://www.reddit.com/r/thefinals/comments/1ktp2h4/which_weapons_are_best/)](https://www.reddit.com/r/thefinals/comments/1ktp2h4/which_weapons_are_best/" \t "_blank)

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* Earlier tier lists for Seasons 5 and 6, adjusted for Season 7 changes.
* General trends in high-elo versus low-elo play, inferred from community sentiment.

Due to the absence of raw TTK data, the analysis relies heavily on community sentiment and balance impacts.

**Weapon Rankings by Class**

The following tables present the rankings for each class, split into tiers (S to D), based on peak performance for competitive play. These are adjusted from the Season 6 tier list, considering Season 7 balance changes.

**Light Class**

| **Tier** | **Weapons** |
| --- | --- |
| S | XP-54, M11, LH1 (buffed, damage increased from 40 to 42) |
| A | V9S, SR-84, arn-220 |
| B | SH1900, Sword |
| C | M26 Matter, Recurve Bow, 93R (magazine size increased from 21 to 24), Throwing Knives |
| D | Dagger |

* **Analysis**: The LH1's buff likely elevates it to S tier, making it a strong long-medium range option. The 93R's magazine increase improves its viability, moving it to C tier. Community feedback suggests XP-54 and M11 remain dominant for their ease and effectiveness.

**Medium Class**

| **Tier** | **Weapons** |
| --- | --- |
| S | AKM, FCAR |
| A | Famas, Pike-556, R.357 |
| B | CL-40, Model 1887 |
| C | Cerberus 12GA (nerfed, damage per pellet from 10 to 9), cb-01 repeater |
| D | Dual Blades, Riot Shield |

* **Analysis**: The Cerberus nerf reduces its close-range dominance, likely dropping it to C tier. AKM and FCAR remain S tier due to their versatility, as seen in community discussions favoring them in mid-range engagements.

**Heavy Class**

| **Tier** | **Weapons** |
| --- | --- |
| S | Shak-50, .50 akimbo |
| A | M134 Minigun (environmental damage from 25 to 30), Lewis Gun, M60 |
| B | Flamethrower, SA1216, Sledgehammer (nerfed, primary damage from 115 to 100, secondary from 200 to 154) |
| C | KS-23 (environmental damage from 700 to 1000), MGL32 |
| D | Spear |

* **Analysis**: The Sledgehammer nerf likely moves it to B tier, reducing its 1v1 effectiveness. KS-23 and M134 Minigun's environmental damage buffs improve their utility, potentially elevating their rankings slightly.

**Ranked vs. Casual Mode Analysis**

The meta differs between ranked and casual modes, based on community feedback:

* **Ranked Mode**: High-elo players, as discussed in Reddit posts like [Appoh's S5 Tierlist](https://www.reddit.com/r/thefinals/comments/1hl19gx/appohs_s5_tierlist/), favor weapons with high skill ceilings. For example, LH1, XP-54, AKM, and Shak-50 are likely dominant due to their versatility in competitive scenarios. These weapons require precise aim and positioning, fitting ranked play's intensity.
* **Casual Mode**: Lower-elo players, as seen in discussions, prefer easier-to-use weapons like Sword, M11, Model 1887, and Flamethrower. These are effective for fun, less competitive play, with community sentiment highlighting their accessibility

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AI-generated content may be incorrect.](https://www.reddit.com/r/TheFinalsAcademy/comments/1gqe7kj/season_4_current_meta/)](https://www.reddit.com/r/TheFinalsAcademy/comments/1gqe7kj/season_4_current_meta/" \t "_blank)

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Due to limited Season 7-specific data, these observations are inferred from trends, but they align with general gameplay dynamics.

**Suggestions for New Players**

For new players, the focus is on weapons that are both effective and beginner-friendly:

* **Light**: XP-54 is recommended for its automatic fire, high damage, and forgiving nature, making it easy to land shots.
* **Medium**: AKM is a solid all-rounder with good range and manageable recoil, ideal for learning the game.
* **Heavy**: Shak-50 offers high damage and straightforward sniper mechanics, suitable for new players focusing on long-range engagements.

These suggestions are based on community feedback emphasizing ease of use, as seen in posts like [Reddit: Gun recommendations](https://www.reddit.com/r/thefinals/comments/1jdgofo/gun_recommendations/).

**Community Sentiment vs. Raw Data (TTK)**

* **Community Sentiment**: Based on discussions, weapons like XP-54, AKM, and Shak-50 are consistently regarded as top-tier due to their versatility and effectiveness across various playstyles. Reddit posts highlight LH1's rise post-buff and Cerberus's decline post-nerf, reflecting community perceptions.
* **Raw Data (TTK)**: While exact TTK numbers are unavailable, balance changes suggest:
  + LH1 likely has a faster TTK at medium range due to its damage buff.
  + Cerberus has a slower TTK at close range due to its nerf, reducing burst damage potential.
  + Sledgehammer's nerf implies a slower TTK in melee scenarios, impacting its 1v1 effectiveness.

This analysis combines qualitative feedback with quantitative balance impacts, acknowledging the lack of direct TTK data.

**Final Notes and Limitations**

This report is based on the best available information as of June 19, 2025, but acknowledges limitations due to the absence of a specific Season 7 weapon tier list. The rankings are educated guesses, adjusted from Season 6 data and patch notes, with community sentiment providing additional context. For the most accurate and up-to-date meta, consider checking high-elo player discussions on platforms like YouTube or Twitch, such as [The ULTIMATE The Finals Weapon Viability Tierlist (Season 7 Launch)](https://www.youtube.com/watch?v=hHfckx3rrtI), though a transcript was not accessible.

**Key Citations**

* [The Finals Season 7 Patch Notes detailed breakdown](https://www.reachthefinals.com/patchnotes/700)
* [The Finals Season 6 Weapon Tier List community rankings](https://thefinals.gg/tier-list/weapons)
* [Reddit Which weapons are best community discussion](https://www.reddit.com/r/thefinals/comments/1ktp2h4/which_weapons_are_best/)
* [Reddit Appoh's S5 Tierlist high-elo insights](https://www.reddit.com/r/thefinals/comments/1hl19gx/appohs_s5_tierlist/)
* [Reddit Gun recommendations for new players](https://www.reddit.com/r/thefinals/comments/1jdgofo/gun_recommendations/)
* [Reddit Season 4 current Meta community feedback](https://www.reddit.com/r/TheFinalsAcademy/comments/1gqe7kj/season_4_current_meta/)
* [The ULTIMATE The Finals Weapon Viability Tierlist Season 7 Launch video](https://www.youtube.com/watch?v=hHfckx3rrtI)
* [PCGamesN The Finals player count soars with Season 7 X post](https://x.com/PCGamesN/status/1933602311583977602)
* [TheFinalsLatest New Gadgets in THE FINALS Season 7 X post](https://x.com/TheFinalsLatest/status/1931746481314095432)