


Enter the gungeon gun tier list

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It's in the title. Enter the Gungeon is a game about guns, with some guns being cosmetically cool, gleefully overpowered, or simply cool. With its tier rating, it's easy to pick out which guns are the best in this game.

5. Railgun One of the best guns you can buy from Ox and Cadence early in the game, the Railgun is slow to charge but worth the wait. This gun is a charged gun, firing a laser that bounces around the room once it's ready. It has a max ammo count of 40 and can only fire once per reload, but that's all that's necessary for certain situations. What makes this weapon great is its infinite range, high damage, and the fact that you don't need to charge it through its entire charging animation in order to fire. Because of all that, this gun gets 5th place.

4. Disintegrator A beam weapon, the Disintegrator does exactly what it says it does. It kills with things and kills them quickly. Selling for 54 shells from the Sell Creep, this gun is great for its price. It deals considerable damage (70 DPS) from a decent range in a concentrated area. The only downside to these types of weapons is its knockback, as you can see from the picture above with the player against the wall. However, knockback isn't an entirely bad thing if you use it to dodge from bullets quickly, and for an extra speed boost (albeit in the wrong direction). Not to mention it's a delight to pair with other items, such as firing the gun into a Singularity as multiple deadly beams shoot out of the black hole. For those reasons, this gun gets 4th place on this list.

3. AU Gun A nod to James Bond, the Golden Gun is another weapon that fires one bullet, but one with a sizeable impact. With 80 DPS and the same sale price from the Sale Creep as the Disintegrator, this is a great gun to pull on bosses and tough enemies. As a semiautomatic, there are 2 downsides to this gun: you have max ammo of 22, and can only fire a bullet at a time; but paired with items such as the Ammo Belt or similar things found in the game, those problems can be mitigated. As aforementioned, some guns are best in certain situations. If you can get a good hit in or two on a boss in between hitting it with crossbow bolts and poisonous balloons fired from a live ant, you'll do great at this game. For those reasons, it makes it halfway up this list.

2. Makeshift Cannon The odd duck of this list, the Makeshift Cannon is more than meets the eye. Another charged weapon, this weapon has low ammo but overshadows its competitors with a DPS of 571. An homage to the Stark Trek episode Arena, this is a gun worth saving if given by the Sell Creep after completing Frifle and the Gray Mauser's hunting quests. While it has good range, the problem is still its ammo count, which can be mitigated by playing as the Pilot, or by duct taping this gun to another. You can also refill the gun with items such as the Holy Grail. Overall, this weapon is a perfect big-boss killer. Maybe not the Bullet King or Ammoconda, but late-game bosses. If you want to kill the High Dragun without giving it much say in the matter, this #2 gun is perfect for you.

1. Gunther The "Jealous Weapon", this gun is in a league of its own. With infinite ammo and increased DPS after each room cleared, this is a guaranteed best gun on any gungeon run if found early. Only unlockable if you defeat the High Dragun with the Sorceress' blessing, this semiautomatic has infinite potential depending on which items are picked up on your run. With its high damage mixed with its unlimited ammo, this gun is a perfect pair to guns such as the Makeshift Cannon or AU Gun - guns with high damage but low ammo. Most semiautomatics are either fairly weak in this game or share the ammo count issue with the AU Gun, but this gun doesn't have those problems. It only has ways it can get better, and that's why Gunther gets the #1 spot. Also Be Sure To Read: It can be easy to get overwhelmed by the sheer number of items on offer, from helpful passives and bonus-offering bullets to on-use items which can be put to equally good effect. The reliquaries that bestow these guns and trinkets are somewhat easier to discern - in order of efficacy they go: Brown -> Blue -> Green -> Red -> Black -> Rainbow -> Glitched The brown chests, as you can imagine, drop some of the lower quality weapons and items that are on offer in the Gungeon. As you ascend the ranks the weapons have a higher chance to be of better quality, reaching peak performance if you are lucky enough to discover the red or black chests during your travels. Rainbow chests - though I am yet to discover one myself - are extremely rare, dropping 7/8 high-tier weapons or items. Yes please. The glitched chest on the other hand ports you to a glitched version of the next floor, with a boss room containing two Beholders. Should you traverse this mess, you'll be rewarded with a large amount of items and consumables and, more likely, a malnourished health pool. Anyway, onto the cream of the crop. AU Gun For those of you that have passed GCSE chemistry, you'll know that the AU Gun is an ode to the infamous Golden Gun from James Bond's The Man With the Golden Gun. It is also, despite it's size, an uncompromising beast against just about anything the Gungeon can throw at you - totaling mobs in a single shot and toppling bosses inside 20 shots. Be warned: the clip is small at only 22 bullets with a reload after every shot, but it's well worth the endeavour. Patriot My undying love for the Metal Gear Solid series makes it difficult not to rate this gun as one of the best. The gun, an adage to the one wielded by The Boss in Metal Gear Solid 3: Snake Eater, is an epic weapon both in lore and in power. The Gungeon namesake sports impressive damage per shot, as well as an ever-increasing fire rate the longer the trigger is held down. Add piercing shots into that mix and you've got the recipe for supreme damage output, just like Big Boss would have wanted. Grab it from Trorc for 12 Hegemony Credits. Big Shooty Gun (BSG) A staple of the DOOM series, the Big Fucking Gun (more colloquially, the BFG) is a mobile nuclear-grade superweapon capable of wiping out anything and everything that stands in your way. It's entry into the Gungeon is neither surprising nor underwhelming, with a long-time charge shot rewarding you with a devastating, piercing blob that severely harms/injures/annihilates anything in the room. I'm reluctant to label this one a "room clearer", but if the shoe fits... Railgun Railguns are a frightening example of post-modern warfare, with military scientists around the world postulating the weapon's inclusion on the battlefield. Using a pair of parallel conductors and a bitchload of electromagnetic currents, whatever you put betwixt the oscillating, thunder-charged thighs of the railgun will be propelled forward with enough force to destroy - nay, disintegrate - whatever it should come into contact with. Fast forward to the Gungeon, where the Railgun fires a fast-moving, bouncing and piercing projectile which will cause an unholy amount of damage. Purchase this from Ox and Cadence for a steep 30 Hegemony Credits. Fightsabre The Fightsabre earns its place on the list not purely because of its Jedi namesake, but because it shares a winning quality with the favored weapon of the Jedi - it can deflect bullets. Anytime you reload your Fightsabre you swing it in front of your character, deflecting any airborne projectiles back in the direction from whence they came and quite literally trivializing certain encounters. Though there are no prerequisites to wielding such a dangerous armament, be warned that your curse level will rise should you choose to wield it. Clearly Sith endorsed. Vulcan Cannon The weapon of choice of both the Gatling Gull and, more prominently, the pumped-as-all-hell Shaman "Vulcan Raven" from the Metal Gear Solid series - notably the only character of the era to be wielding more firepower on his back than Anton Girdeux. Unlocked from your first foray into the Gungeon, this take on the M134 Minigun fires at an absurd rate and makes swiss cheese of anything in the firing line. This literally does what it says on the tin and, to paraphrase the Ammonomicon description - "It is a weapon to be feared." Particularator I have an innate fear of things chasing me, which led me to really question my parents' decision to let me watch the Terminator series at the tender age of six. This same fear strikes the Bulleekin too when the Particularator comes to town, with the relatively unassuming sprite firing out a small cluster of bullets with a fair punch. The kicker? The bullets track and seek their targets with alarming accuracy, leaving nowhere to run for those on the receiving end. You heartless bastard. Black Hole Gun The theme of using science to fuck things continues with the eloquently named Black Hole Gun staking its claim as a true S tier weapon. It challenges the BSG for the mantle of "Best Room Clearer" due to its ability to suck any and all matter in the vicinity into its vacuous and uncompromising maw. Couple this utility with a persistent damage component and the ability to switch to another weapon to pile on yet more hurt as the creatures of your ire are inextricably torn apart between the simultaneous birth and death of a star, and you have quite the fearsome weapon. Ox and Cadence will supply you with this slightly immoral technology at the cost of 20 Hegemony Credits. Disintegrator Don't let the name fool you; this gun is a charming and friendly weapon. Except it isn't. If there was ever a time to take something at face-value, the aptly named Disintegrator is probably in the top ten. A two second charge-up loses a massive blast ray which melts anything on the other end of it, Bulleekin and bosses alike. If you can couple this with a Potion of Lead Skin or a Ring of Ethereal Form for the invulnerability while firing, I'm 99% sure that the bosses will actually start surrendering. Available from the beginning. Use with caution. Makeshift Cannon I consider it good practice to save the best for last, and let me tell you - this one is it. The Makeshift Cannon doesn't need a fancy, otherworldly names or lore-drenched allegory to portray its destructive capabilities. No no, the Makeshift Cannon - a homage to Captain James T. Kirk's own makeshift cannon in the Star Trek episode The Arena - fires a single, lonesome shot. However, it fires a single, lonesome shot in the same way that the Death Star fires a single, lonesome shot - because it only needs one. With the destructive capabilities of an intergalactic ion-cannon, this DIY monstrosity is a OHKO on any known entity in the Gungeon so far. The single shot drawback is a shame, certainly, but this reddit discussion where they contemplate the involvement of the Duct Tape item and its ability to combine two weapons makes for a good read. Marrying the Makeshift Cannon and the Vulcan Cannon, for example, partnering 800 rounds to a 0.05 firing speed with a room-sized destructive blast... I'll let you do the maths on that one. I hope this mini-guide has been informative and interesting to read. It was great fun to research and write, and hopefully will buoy those of you having a terrible run of RNG (as I am) to look out for some real firepower. All credit for the information goes to the vast array of contributors at the Enter the Gungeon Wiki and the brilliant, kind-hearted community on the Enter the Gungeon subreddit. You are all awesome. Happy blasting!