

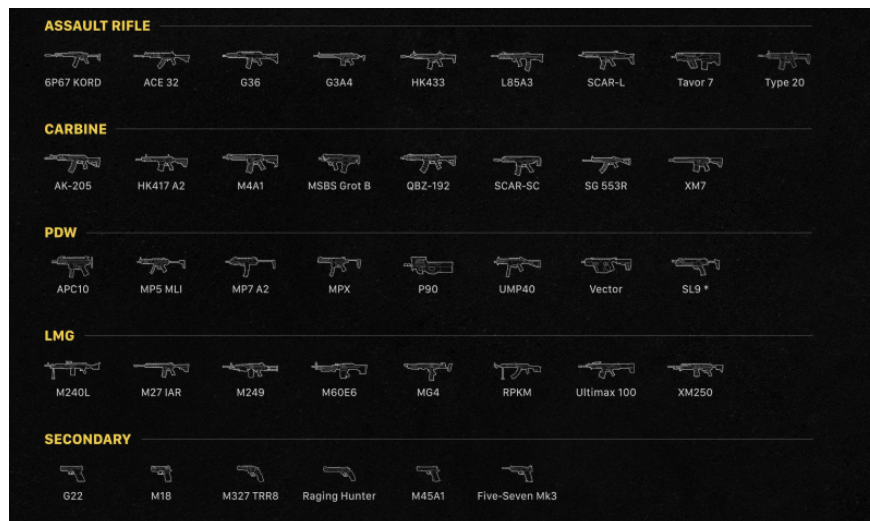
List of the best weapons in Battlefield 6

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Battlefield's arsenal is always diverse, and so is BF 6. You will have 45 guns of all types to choose from. More specifically, in Open Weapons mode, you can use any gun with any character class, a big step up from the small number of weapons at launch in BF1, BF5 or BF2042. This system makes leveling up more attractive and worthwhile than ever.

With so many weapons to unlock through career progression and missions, finding the best gun is something everyone wants. Here's a list of weapons in BF6 and tips on how to choose the right one.

Weapons considered "best choice" in Battlefield 6



Weapons	Type	Unlock Level/Quest	Strengths
M4A1	Carbine	Level 2	High rate of fire, stable damage, flexible at both close and long range.
M87A1	Shotgun	Default	One-shot kill at close range, can use slug ammo for long range.
PW7A2	SMG	Level 19	Extremely fast rate of fire (947 RPM), low recoil, incredibly accurate.
DRS-IAR	LMG	Level 9	As versatile as a rifle, high damage, suitable for small maps.

Weapons	Type	Unlock Level/Quest	Strengths
M277	Carbine	Level 11	Combination of SMG and rifle, high damage but recoil needs to be controlled.
SG 553R	Carbine	Danger Close 2 Mission	Damage on par with a rifle, good mobility, ideal for mid-range.

M4A1



The M4A1 Carbine, unlocked at Level 2, is one of the most powerful weapons in the game. With a fast rate of fire and consistent damage, the M4A1 can take down opponents in the blink of an eye.

You might think that with this advantage, the M4A1 would be weak at long range. But no, just attach the converter and the vertical grip, you almost eliminate the recoil without affecting the accuracy. And the result is a gun with the firepower of an SMG, great mobility, but still accurate at the distance of a rifle.

M87A1



The M87A1 shotgun from the beta returns with devastating power. Despite the nerf, it's still a one-shot kill machine at close range, and can use slugs to take out targets at longer ranges.

The M87A1 shines on BF6's small, dense maps, especially when paired with the Assault class. The assault sling allows you to carry a long-range rifle as your primary weapon, while the M87A1 is your secondary weapon for close-quarters combat. The combination is so powerful that many have argued that it needs to be toned down.

PW7A2



Based on the MP7, the PW7A2 (not to be confused with the PW5A3, which is based on the MP5, but is also very good) is a unique SMG. With a fire rate of 947 RPM, surpassing the M4A1, you would think it would be difficult to control. On the contrary, the PW7A2 is one of the most accurate and easy to control guns. Although the damage per bullet is low, the fire rate and accuracy will help you take down enemies at longer ranges than expected.

At close range, the PW7A2 is also extremely formidable thanks to its high mobility. Since it does not require accessories to control recoil, you can attach a silencer for easy flanking or increased mobility.

DRS-IAR



The DRS-IAR is a strange LMG, as it's almost a rifle in disguise. With its nimble handling and standard 30-round magazine, it blurs the lines between guns, and that makes it incredibly valuable.

The DRS-IAR has the damage of an LMG but is fast and agile, making it perfect for BF6's small maps. By simply swapping out the (pretty bad) default 3.5x scope for a Double-Port Brake and a vertical grip, you'll significantly reduce the recoil, making this gun great at long range.

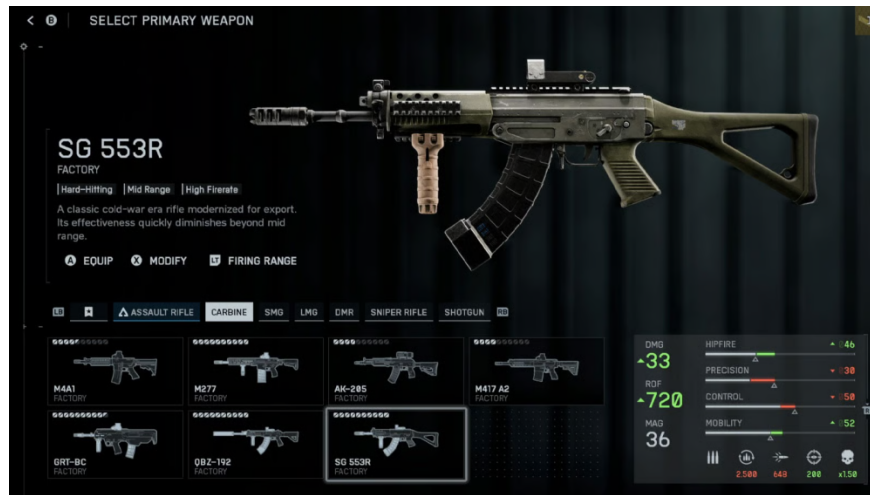
M277



Similar to the M4A1, the M277 Carbine is a perfect blend of an SMG and a rifle. It deals massive damage, even at long range, but at the cost of higher recoil than the M4A1 and a smaller magazine.

For optimization, add a converter/brake, a vertical grip, and a 50MW laser to control recoil, and upgrade the magazine to standard. While it takes some work to optimize, with just the barrel and grip, the M277 is still superior to many other guns.

SG 553R



With rifle-level damage (second only to the M417 A2 in the carbine class), good mobility, and a 720 RPM rate of fire, the SG 553R can dish out a ton of damage at mid-range. The plus side is that it's designed for mid-range, so accuracy and control aren't sacrificed much, and you can further enhance it with attachments.

However, the SG 553R is locked after the rather lengthy Danger Close 2 mission. You need to get 250 ADS kills and 10,000 damage with the carbine, then 300 headshots and 100 kills with the QBZ-192 or M277. Not an easy journey.

All weapons in Battlefield 6

Here's a list of the 45 weapons you can unlock in Battlefield 6, along with the requirements to unlock them, sorted by type. Note that this list doesn't include weapon packages, which are pre-loaded but still customizable versions.

Weapons	Type	Request to unlock
M433	Rifle	Default
B36A4	Rifle	Level 14
SOR-556 MK2	Rifle	Level 25
AK4D	Rifle	Level 35
TR-7	Rifle	Level 50
KORD 6P67	Rifle	Rapid Fire Mission 1
NVO-228E	Rifle	Rapid Fire 2 Mission
L85A3	Rifle	Rapid Fire 3 Mission
M4A1	Carbine	Level 2
M277	Carbine	Level 11
AK-205	Carbine	Level 22
M417 A2	Carbine	Level 32
GRT-BC	Carbine	Level 41
QBZ-192	Carbine	Danger Close Mission 1
SG 553R	Carbine	Danger Close 2 Mission

Weapons	Type	Request to unlock
SGX	SMG	Default
PW5A3	SMG	Level 6
PW7A2	SMG	Level 19
UMG-40	SMG	Level 29
USG-90	SMG	Level 36
KV9	SMG	Level 45
SCW-10	SMG	Close Quarters Mission 1
SL9	SMG	Close Quarters 2 Mission
L110	LMG	Default
DRS-IAR	LMG	Level 9
M/60	LMG	Level 20
RPKM	LMG	Level 30
M123K	LMG	Level 38
M250	LMG	Level 46
KTS100 MK8	LMG	Bullet Storm Mission 1
M240L	LMG	Bullet Storm 2 Mission
M39 EMR	DMR	Level 4
LMR27	DMR	Level 16
SVK-8.6	DMR	Level 33
SVDM	DMR	Deadeye Mission 1
M2010 ESR	Sniper	Default
SV-98	Sniper	Level 26
PSR	Sniper	Deadeye Mission 2
M87A1	Shotgun	Default
M1014	Shotgun	Level 42
18.5KS-K	Shotgun	Point Blank 2 Mission
P18	Pistol	Default
ES 5.7	Pistol	Level 24
M45A1	Pistol	Level 39
M44	Pistol	Level 48

Open Weapons and Closed Weapons Mode

Battlefield 6 has two game modes: Open Weapons and Closed Weapons.

1. **Open Weapons:** All four character classes can use any weapon, but each class has a unique gun that gives it its own advantages.

2. **Closed Weapons:** Some weapons are restricted to specific character classes.

Character Class	Loại súng ??c tr? ng	L?i th?
Assault	Súng tr??ng	Rút súng nhanh h?n, b?n s?m h?n sau khi ch?y n??c rút.
Engineer	SMG	Ki?m soát b?n hipfire t?t h?n.
Support	LMG	Chuy?n sang ng?m nhanh h?n, không b? gi?m t?c ?? ch?y n??c rút.
Recon	Sniper	Gi?m rung l?c v? khí, n?p ??n nhanh h?n, ki?m soát h?i th? t?t h?n khi ng?m.

B?n d?ch ?ã ???c t?i ?u ?? d? hi?u, s? d?ng ngôn ng? chuyên nghi?p và phù h?p v?i c?ng ??ng game th? FPS. Các b?ng ???c t?o ?? trình bày thông tin m?t cách rõ ràng, giúp ng??i ch?i d? dàng tra c?u, n?u b?n c?n d?ch thêm ho?c ch?nh s?a, hãy cho tôi bi?t nhé.

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