

GUNMETAL ORBIT

FOUR BUILDS. REAL TRADEOFFS. YOUR NEXT RUN.

BUILD CASEBOOK

V1.77 / COMPANION TO THE GAME MANUAL

LINECRUSH GAMES

BUILD A PLAN, THEN ADAPT

The manual explains the systems. This casebook shows how to put them together, what a tempting purchase can cost, and how to keep a run moving when the perfect offer never arrives.

THE RACK IS AN EXAMPLE, NOT A SHOPPING LIST

Every case has a direction, an illustrative mid-run rack and a few useful items. You can use the plan before you own the complete rack. Survival and affordable power come before rare keystones.

READ THE TRADEOFF PAGE BEFORE BUYING

Each case pairs a loadout with three shop decisions. Ask what a card improves now, what it removes, and whether you can still handle the next wave after paying for it.

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DRIFTER / ELEMENTAL REACTIONS

ABOUT THE EXAMPLES

Rules and named equipment were checked against v1.77. The combat images are staged, late-run loadouts in the real game, with ordinary survival picks added. They are illustrations, not records of earned runs or guaranteed-win recipes.

For controls, unlock tables and complete catalogs, use the [Game Manual and Quick Reference](#). Shop decisions: page 11. Next-run checklist: page 12.

SHIFT COMMANDER

Build a small crew around four guns. Banking keeps both your station and your portable support working.



Staged v1.77 combat / The Drift / Standard H0 / wave 8. The rack below is an illustrative target.

ILLUSTRATIVE RACK



START WITH RELIABLE FIRE

Keep the Blaster and add an affordable damage source. Foreman has four gun mounts, so each purchase needs a job.

TAKE THE FIRST STATION SYSTEM FOR YOUR PROBLEM

Orbital Lance adds pressure on tough targets; Aegis Link covers incoming hits; Salvage Drones helps collect nearby loose ore through its escort.

MAKE THE DRONES WORTH THE MOUNTS

A Nano Swarm pair gives the Drone tag bonus. Engineering improves drone damage and the Orbital Lance escort shot. Drone Uplink supplies engineering plus range.

KEEP THE PLAN FLEXIBLE

These items and tiers illustrate the direction. Start with useful available offers and grow into the rack. A missing keystone does not stop the run.

Unlock Foreman by winning with all four station bays filled.

MAKE THE TRADEOFF

FLY THE BUILD

Fight near targets your escorts can reach. Gather ore, bank, then use the relay surge to reposition. Work Order overlocks the escort crew for its short burst.

FOUR SYSTEMS, FOUR ESCORTS

The sample installs four different systems through the station choice path. In live combat Foreman has four instantiated escort drones. The guns still occupy only four mounts.

STATION DIRECTION

Illustrative four-bay station: Orbital Lance, Aegis Link, Overclock Relay, Mirror Uplink. Later hands are random; choose useful available systems rather than rerolling your whole plan.

DRONE UPLINK OR ANOTHER RANGED CARD?

With two Nano Swarms and a Lance escort, engineering serves several parts of this loadout. If the guns are doing nearly all your work, ranged damage can be the better immediate pick.

COMBINE THE NANO SWARMS?

Combining raises their tier but removes one equipped Drone tag. With only this pair, the 2-tag bonus disappears. Decide whether the tier behavior and freed mount repay that lost bonus.

MIRROR UPLINK OR REPAIR BEAM?

Mirror needs an equipped RANGED gun to copy. Blaster and SMG qualify; Nano Swarm is a DRONE weapon. Repair is a sensible alternative if sustaining Health is the actual problem.

WHERE IT BREAKS

- Four bays do not mean four extra gun mounts.
- The portable Aegis escort intercepts bolts; it is not permanent immunity.
- Escort effects differ from the station volley. Keep banking to charge the full Uplink.

IF THE SHOP SAYS NO

No Nano Swarm offers? Use a dependable ranged rack and a useful station. Engineering becomes a priority when you actually own drone or escort damage that benefits from it.

Manual pages 8-12: rack, Uplink, spacers, weapon tags and stats.

GREED COURIER

Carry enough to power the guns, then choose a safe cash-out. A heavy hold is useful only while you can protect it.



BUILD AROUND

Ballast Rounds
Pressure Manifold
Dock Fever
Salvage Insurance

AVAILABLE WHEN

Unlock Magnate by reaching a x4 delivery streak.

Staged v1.77 combat / The Drift / Standard H0 / wave 8. The rack below is an illustrative target.

ILLUSTRATIVE RACK



BUY A ROUTE BEFORE A DREAM ITEM

An extra affordable weapon, movement and pickup reach help you collect and return. Keep a combat weapon beside mining tools so a bad shop does not strand you.

MAKE CARRIED CARGO COUNT

Ballast Rounds adds damage while you carry ore. Pressure Manifold adds attack speed only when the hold is at least half full. More capacity also raises that activation threshold.

MAKE THE NEXT DELIVERY REACHABLE

Dock Fever rewards a live delivery streak. Salvage Insurance reduces spill loss and extends recovery time; it does not make diving back into incoming bolts safe.

KEEP THE PLAN FLEXIBLE

These items and tiers illustrate the direction. Start with useful available offers and grow into the rack. A missing keystone does not stop the run.

Unlock Magnate by reaching a x4 delivery streak.

MAKE THE TRADEOFF

FLY THE BUILD

Mine along a return route. Carry while the field is manageable; bank before the hold becomes a liability. Refill after delivery, because cargo-based damage and fire rate switch off when you empty it.

10 CHUNKS: +15 POINTS OF DAMAGE

A fresh Magnate with one Ballast Rounds gained +0.15 damage multiplier at 10 carried chunks. Selling paid credits and removed the bonus. Pressure Manifold switched on at half capacity and off after delivery.

STATION DIRECTION

Illustrative four-bay station: Aegis Link, Overclock Relay, Salvage Drones, Repair Beam. Aegis is in the opening hand. Relay helps a heavy ship move; take whichever later systems your route needs.

CARGO PODS OR TUNED JETS?

If you already struggle to return, speed can protect the haul you have. More capacity creates room for greed but also increases the chunk count needed for Pressure Manifold.

HOLD FOR BALLAST OR BANK FOR UPLINK?

Holding sustains cargo damage. Banking earns money, advances your delivery route and charges the Uplink. Prefer the payoff that solves the next few seconds, not whichever number is larger.

MIDAS HOLD APPEARS. BUY IT?

Its uncapped greed has an extra spill cost. Consider it when routes and defenses are working; do not make a rare, risky item the prerequisite for an ordinary cargo build.

WHERE IT BREAKS

- Magnate spills more cargo on a real hit and attracts Corsairs sooner.
- A banked hold stops feeding Ballast and Pressure Manifold.
- A streak route can use smaller deliveries. Full capacity is not a requirement.

IF THE SHOP SAYS NO

No Pressure Manifold? Ballast and safe banking still work. No Ballast? Turn the same mining tools into income, buy combat power, and use your station instead of forcing a heavy-hold damage build.

Manual pages 7-10 and 13: cargo, tags, Uplink, Magnate and item families.

ONE-GUN RONIN

Put your budget into one dependable gun. Empty mounts strengthen it, but leaving a slot empty is still a tradeoff.



BUILD AROUND

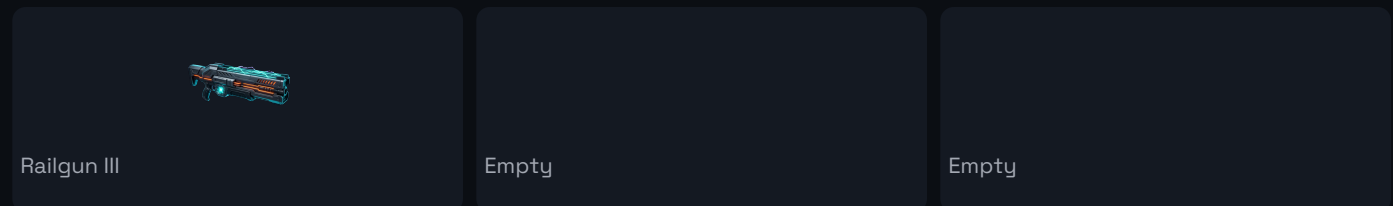
Monomania Lens

AVAILABLE WHEN

Unlock Ronin by winning eight runs, in any mode.

Staged v1.77 combat / The Drift / Standard H0 / wave 8. The rack below is an illustrative target.

ILLUSTRATIVE RACK



KEEP THE STARTER UNTIL THE REPLACEMENT WORKS

Ronin starts with a Blaster. Use it while buying survival and damage. A Railgun is the worked example, not a mandatory opening offer.

CONCENTRATE PURCHASES

Seek useful tiers, damage, attack speed, range and survival. A slow high-impact weapon likes attack speed; avoid sacrificing all crowd coverage for one impressive hit.

ADD THE LENS WHEN IT APPEARS

Monomania rewards empty physical positions on the six-gun rig, including Ronin's locked positions. Ronin's innate bonus counts only empty usable slots.

KEEP THE PLAN FLEXIBLE

These items and tiers illustrate the direction. Start with useful available offers and grow into the rack. A missing keystone does not stop the run.

Unlock Ronin by winning eight runs, in any mode.

MAKE THE TRADEOFF

FLY THE BUILD

Create a clear firing lane and keep turning to avoid predictable circles. Use Iaijutsu for its burst along your heading. Do not assume an empty rack protects you from getting surrounded.

A SECOND GUN HAS A REAL OPPORTUNITY COST

With a lone Railgun III and Monomania, the probe read 1.92x damage and 1.56x attack speed. Buying an SMG reduced them to 1.68x and 1.40x. These are per-weapon multipliers, not total rack DPS.

STATION DIRECTION

Illustrative four-bay station: Orbital Lance, Aegis Link, Mirror Uplink, Repair Beam. The ranged Railgun gives Mirror something to copy. Choose support for weaknesses your one gun cannot cover.

CHEAP SMG OR AN EMPTY MOUNT?

The SMG removes part of Ronin's innate and Lens bonuses, but adds another firing source and tags. Buy it if that extra coverage solves a real problem. The lower multiplier alone does not prove the purchase is worse.

TWO MATCHING GUNS OR ONE HIGHER TIER?

Combining removes one occupied slot and restores empty-slot bonuses. For this approach that can be valuable, but check the actual tier behavior and coverage you give up.

NO MONOMANIA LENS FOR SEVERAL SHOPS?

Ronin already rewards his two empty usable slots. Upgrade the gun you have and keep useful defenses. Do not spend your survival budget chasing one Relic.

WHERE IT BREAKS

- One gun with a larger multiplier is not automatically the best total damage build.
- One equipped gun gives no 2/4/6 weapon-tag set bonus.
- The Lens changes shop weapon frequency; it does not guarantee a particular offer.

IF THE SHOP SAYS NO

If the one-gun rack cannot hold off the swarm, buy a complementary weapon and accept the reduced focus bonuses. A two-gun Ronin is still a coherent build.

Manual pages 8, 10-13: combining, Ronin, Railgun, stats and Focus items.

REACTOR WEB

Put two statuses on the same enemy. Build one reliable interaction first, then broaden the web as offers allow.



BUILD AROUND

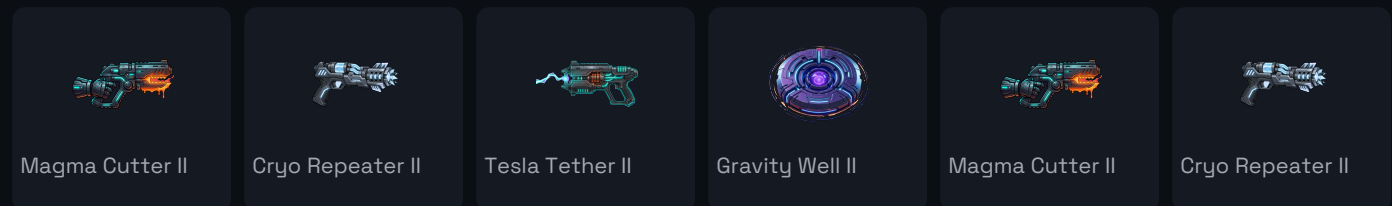
Thermite Tips
Arc Coupler
Catalyst Array

AVAILABLE WHEN

Drifter is available from the start. This is a direction to grow into, not an opening-shop shopping list.

Staged v1.77 combat / The Drift / Standard H0 / wave 8. The rack below is an illustrative target.

ILLUSTRATIVE RACK



KEEP A USEFUL GUN WHILE FINDING THE PAIR

Start from Drifter's Blaster. A Magma Cutter supplies burn; Cryo Repeater supplies chill at range. Bring both to the same fight to enable Shatter.

BROADEN ONLY WHEN IT HELPS

Tesla Tether adds shock and Gravity Well adds gravity. Together they enable Overload; burn plus shock enables Plasma Flare, and chill plus gravity enables Crush.

AMPLIFY A WORKING REACTION

Elemental damage supports the elemental weapons and reaction damage. Catalyst Array amplifies reactions. Thermite Tips and Arc Coupler can add chance-based statuses to existing hits.

KEEP THE PLAN FLEXIBLE

These items and tiers illustrate the direction. Start with useful available offers and grow into the rack. A missing keystone does not stop the run.

Drifter is available from the start. This is a direction to grow into, not an opening-shop shopping list.

MAKE THE TRADEOFF

FLY THE BUILD

Keep target groups in reach of both parts of the pair. Gravity can pull enemies together, but does not make contact safe. Watch for reaction callouts, then reposition before the pack closes.

SHATTER CONSUMES ITS INGREDIENTS

Applying burn and chill to the same real enemy produced a Shatter burst and cleared both statuses. One Catalyst Array raised the reaction multiplier by 50%. A status pair must be applied again for the next reaction.

STATION DIRECTION

Illustrative four-bay station: Aegis Link, Orbital Lance, Overclock Relay, Repair Beam. Use support to stay in range long enough for the status pair to land. Mirror needs a RANGED weapon, not just an elemental tag.

CATALYST OR ANOTHER STATUS SOURCE?

If reactions already happen often, Catalyst strengthens them. If your two weapons rarely touch the same target, improve the pairing and reach first. Catalyst does not create a missing status.

CRYO PICKAXE INSTEAD OF CRYO REPEATER?

Both provide chill, but Pickaxe has a short cone and uses melee damage. Repeater fires at range and uses elemental damage. That substitute changes both your positioning and stat priorities.

ONE STRONG STATUS OR FOUR SCATTERED SOURCES?

A working burn/chill pair is enough to start. Add shock/gravity when the rack can support them. Four different status names do not guarantee that they overlap on one enemy.

WHERE IT BREAKS

- Reactions consume the matching statuses. They do not fire forever from one application.
- Bosses resist reactions and hard freeze. Keep ordinary weapon damage in the build.
- Chance-on-hit items are probabilistic. A fast beam does not roll a proc on every rendered frame.

IF THE SHOP SAYS NO

No elemental pair yet? Keep the useful ranged rack, buy Thermite Tips or another available status source when it fits, and grow into reactions. The full six-gun example is optional.

Manual pages 11-13: weapon scaling, elemental stats and reactor interactions.

THE NEXT SHOP DECISION

A build is a sequence of choices. Use the current rack, incoming threats and wallet to decide which problem to fix first.

YOU ARE TAKING HITS BEFORE YOUR GUNS CLEAR THE PACK

Buy useful survival, movement or coverage. A synergy multiplier cannot repay a run that ends before the next dock.

TWO MATCHING WEAPONS OFFER A COMBINE

Read the next tier, then count your tags again. The pair becomes one equipped weapon. Ronin regains an empty slot; a 2-tag set can disappear.

AN EXPENSIVE RELIC APPEARS EARLY

Lock it only if keeping it makes sense for your future budget. Do not stop buying the ordinary damage and defenses you need to reach that future shop.

THE CARD HAS A DAMAGE-TYPE BONUS

Read the weapon's actual scaling. Mining Laser uses elemental damage; Plasma Drill and Cryo Pickaxe use melee damage. A shared Tool or Elemental tag does not mean every weapon uses the same damage stat.

YOU ARE CHOOSING A TIER IV OVERCLOCK

CLEAN and UNSTABLE are permanent alternatives. Read the weapon-specific rule and drawback. Prefer a choice that solves your current weakness; a dramatic rule change can demand a different route or rack.

THE BUILD WANTS AN ITEM YOU CANNOT FIND

Keep the purpose and change the equipment. Replace missing mining power with a tool you can afford, missing status application with a suitable weapon or proc, or a missing escort plan with ordinary ranged power.

Keep the Game Manual open for the full descriptions. This book supplies the reasoning, not a replacement catalog.

ONE CHANGE NEXT RUN

Pick one case, play a run, and change one decision next time. A useful debrief explains what the build did when the field got difficult.

BEFORE LAUNCH

Choose the build's job: station support, cargo power, concentrated fire, or status reactions. Pick a comfortable hazard so you can observe the interactions.

AT THE FIRST FEW DOCKS

Buy what helps now. Name one weakness before rerolling: not enough clearing power, slow returns, too little Health, or a missing interaction.

DURING THE WAVE

Notice whether the promised payoff is active. Is the cargo heavy enough? Are both status sources reaching the same enemy? Are the escorts fighting near you?

AFTER A HARD WAVE

Check your build and station report. Separate the thing that dealt damage from the thing that kept you alive. Those may call for different purchases.

AFTER THE RUN

Write one sentence: "I needed ___, but spent on ___." Next run, test a single change rather than replacing the whole build.

YOUR NEXT EXPERIMENT

Foreman: compare one engineering pick with another ranged pick.
Magnate: compare a safe frequent route with holding longer.
Ronin: try one complementary second gun when coverage fails.
Reactor: make one status pair reliable before adding the others.

Companion edition 1.77 / October 1, 2026. Artwork reused from the official manual; combat captures show the actual game. Balance updates can change these choices. Current guides: games.linecrush.com/gunmetal-orbit/manual.