

X8 Weakness Order

While neither route focuses on weaknesses, it's valuable to know the weaknesses as a backup.

Most Mavericks are stunned for prolonged periods by their weakness, making it a valuable backup strat when using X if Zero is unavailable.

Weakness Loop

1. Gigabolt (get Lightning)
2. Yeti (get Ice)
3. Rooster (get Fire)
4. Panda (get missiles)
5. Sunflower (get light)
6. Mantis (get shadow)
7. Gravity (get black hole)
8. Trilobyte (Get pillar)

Castle Bosses

Vile is always weak against Ice (in all appearances including atop the Jacob elevator)

Sigma 1 (in the refight stage) is weak to Mantis's weapon

Sigma 2 (the demon on the moon) is weak to Sunflower's weapon

Lumine 1 is weak to the weakness of the maverick whose attack he is using. The exception is Rooster and Yeti, he is not vulnerable at all in these attacks.

Not sure on Lumine 2

Weapon Notes

Some of Zero's attacks change based on the melee weapon he is using. For example

- With the Glaive, the Bamboo Panda lunge attack becomes a flurry of stabs
- The Shadow Mantis spin with the Knuckle is reminiscent of Ryu's Hurricane Kick

Trilobyte's weapon permanently changes Zero's sword (and all weapons). Simply swinging it will do weakness damage to Gigabolt.

Trilobyte's weapon, when charged with X, is needed to discover several "buried" rare metals. This is not useful for any%, but required for 100%

Bamboo Pandimonium's weapon has Piercing - it will destroy enemy shielding (such as making a Met vulnerable, or helping remove Lumine 2's final phase's block)

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