

ITEM > WEAPON > PISTOL > LAETUM

OTHER LAETUM BUILDS



The Overwhelming Void | Crit Laetum (Orange/Red Crit possible)

by [ninjase](#) — last updated 3 months ago (Patch 35.6)

14 7 226,820

During parades and victory marches, the Laetum fired pigmented airburst rounds that rained onto festive crowds. The Orokin sent Laetum with the Zariman so they could properly celebrate a successful maiden voyage to Tau. There would be no such celebration, but the Void imbued the Laetum with a much more explosive capacity.

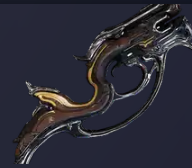
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437 VOTES



8 COMMENTS



The Devouring Void | Raw Non-crit Laetum (One-shot Steel Path)

Laetum guide by [ninjase](#)

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OVERFRAME

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APPLY CONDITIONALS

FIRE MODE

SEMI

ACCURACY

16.0

CRITICAL CHANCE

22%

CRITICAL MULTIPLIER

4.6x

FIRE RATE

4.00

MAGAZINE

12 / 210

MULTISHOT

2.7

NOISE

ALARMING

RELOAD

2.0

RIVEN DISPOSITION

0.50

STATUS / PROJECTILE

22%

TRIGGER

SEMI

DAMAGE / PROJECTILE (X2.7)

IMPACT

99.2

SLASH

148.8

HEAT

409.2

CORROSIVE

632.4

TOTAL DAMAGE

3,481.9

AVERAGE HIT

6,254.9

BURST DPS

25,019.5

SUSTAINED DPS

15,011.7

Galvanized Diffusion

+68.8%

7

Galvanized Crosshairs

6

Primed Target Cracker

+42.1%

7

Lethal Torrent

+74.9%

6

Primed Expel Orokin

+55.0%

7

Pathogen Rounds

+20.9%

6

Primed Convulsion

+46.5%

8

Primed Heated Charge

+46.5%

8

Laetum guide by McCloud

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SHORT GUIDE

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The Devouring Void | Raw Non-crit Laetum (One-shot Steel Path)

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The Lich King Revenant | General Use/Endurance Steel Path | Mesmer Tank and One-shot Reave

Revenant Prime guide by ninjase


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https://overframe.gg/build/315013/laetum/the-overwhelming-void-crit-laetum-orange-red-crit-possible/

2/9



Secondary Deadhead

GUIDE

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LAETUM BUILDS

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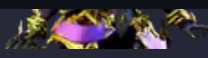
The Overwhelming Void | Crit Laetum (Orange/Red Crit possible)

One of the strongest weapons in the game currently. The primary fire feels like a lex prime but hits a truck. Getting 12 headshots charges up it's Incarnon mode (can be shortened to about 3-4 shots with multishot). Switching to Incarnon mode with alt-fire makes it feel like a pocket [Acceltra] with small AOE on impact but with significant damage. This build is a raw damage crit oriented build using Overwhelming Attrition.

Evolution Choices

- Evolution I - Incarnon mode
- Evolution II - Rapid Wrath: +20% Fire rate. Can use recoil perk if you don't use one of Secondary Deadhead or Steady hands.
- Evolution III - Lethal Rearmament: +90% reload speed on headshot at 3 stacks, but only affects untransformed. Currently the Feather of Justice perk is bugged in that it applies to other weapons too, but I expect this will get patched
- Evolution IV - Caput Mortuum: +50% headshot damage
- Evolution V - Overhwleming Attrition: non-crit and non-status hits trigger a +400% bonus for 20s, up to 1200% which is additive to Hornet Strike/Deadhead.

When not taking into account [Xata]'s whisper, Overwhelming Attrition has a higher average damage multiplier and is more consistent when compared to Devouring Attrition when taking into account headshots. This is because having an additive




Khora Prime
Endurance
Survival and
Looting

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Calculations of Devouring Attrition vs Overwhelming Attrition

Devouring Attrition

With no crit mods + hornet strike (2.2) + deadhead (3.6) + elemental excess (-10% crit):

- 88% chance to do no crit with 50% chance to get 2000% multiplicative with hornet strike/deadhead
 - 44% chance to do $21 \times (1 + 3.6 + 2.2) = 142.8x$
 - 44% chance to do $1 + 3.6 + 2.2 = 6.8x$
- 12% chance to crit and do $(1 + 3.6 + 2.2) \times 2.2 = 14.96x$

Average Damage multipliers

Bodyshots: $44\% \times 142.8 + 44\% \times 6.8 + 12\% \times 14.96 = \mathbf{67.6192x}$ on bodyshot

Headshots: $75\% \times (44\% \times 142.8 + 44\% \times 6.8 + 12\% \times 2 \times 14.9) + 25\% \times (44\% \times 142.8 + 44\% \times 6.8 + 12\% \times 2 \times 14.9) \times 3 \times 1.3 = \mathbf{135x}$ on headshots

(Now that the AOE component doesn't get headshot multiplier, only 25% of the damage receives the 3x headshot multi. Deadhead still applies 1.3x to both AOE and non AOE parts, and is also multiplicative to the base 3x multiplier.)

Overwhelming Attrition

Assuming 100% uptime at max stacks giving additive 1200% on all hits with galvanized crosshairs (max stacks), primed target cracker and secondary deadhead (max stacks):

- 92% crit chance to do $(1 + 3.6 + 12) \times 4.62 = 76.692x$
- 8% chance to not crit $1 + 3.6 + 12 = 16.6x$

AVERAGE DPS COMPARISON

This table compares Devouring Attrition in the build above, compared to Overwhelming Attrition with [\[Hornet Strike\]](#) + [\[Accelerated Isotope\]](#) replaced by [\[Galvanized Crosshairs\]](#) + [\[Primed Target Cracker\]](#), takes into account the average DPS of both direct hit and AOE components on a single target, as well as the raw DPS and heat status DPS:

TL,DR:

Use Devouring Attrition if you don't want to bother aiming at heads

Use Overwhelming Attrition if you plan on aiming at heads very consistently or plan on using flat crit buffs (e.g. Harrow/Citrine/Sevagoth WITH Xata's Whisper).

See Devouring Attrition build here:

<https://overframe.gg/build/315005/>

Mod Breakdown

- [\[Galvanized Diffusion\]](#): +230% multishot at max stacks, meaning you get at least 3 bullets per shot with a 30% chance for 4. This allows you to basically do 3x more damage AND charge incarnon mode 3x faster.
- [\[Galvanized Crosshairs\]](#): At max stacks gives +320% critical chance making a final crit chance of 92%. Even at such as high crit chance, you still have approximately 5% chance per shot to activate a stack of Overwhelming, meaning approximately one shot in every 20 shots activates the buff (consider you can shoot about 12 shots per second with multishot and fire rate, meaning you will have a 20s buff refreshed every 2s). [\[Primed Pistol Gambit\]](#) is an alternative to Crosshairs. *NOTE* You only get the +320% crit chance when AIMING down sights. This means you can actually exceed 100% crit chance with stacking Primed Pistol Gambit or Cascadia Overcharge, but still activate overwhelming attrition by shooting while not aiming down sights.
- Primed Target Cracker: Adds +110% crit multiplier to hit 4.6x
- Primed Expel: A further 1.55 multiplier to hornet strike/deadhead and Devouring Attrition and double dips on heat procs giving them 2.4x multiplier. Use regular expel mod if no primed version as it is still a 1.3 or 1.69x multiplier. Flexible for primed fulmination or hornet strike if you don't like faction mods.


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- [\[Primed Convulsion\]](#) + Pathogen Rounds: makes corrosive, high raw damage against ferrite armor and armored enemies, corrosive status strips armor
- [\[Primed Heated Charge\]](#): Big elemental mod bonus on pistols to multiply raw damage. Heat procs also strip armor by 50% and can stack indefinitely, which each new stack refreshing all existing stacks.
- Steady Hands: Combines with Deadhead to give -100% recoil for laser point accuracy. [\[Lethal Momentum\]](#) is an alternative but this requires changing polarity.

We do not *need* to run [\[Hornet Strike\]](#) or galv shot because Overwhelming Attrition is additive, but if you have empty slots these can be added.

Arcanes

Secondary Deadhead is mainly run for the -recoil and +headshot bonus.

Secondary Outburst is best in slot if you can run x12 combo on your melee eg manually build once every 30s or use [\[Ceramic Dagger\]](#) with riven. This gives +240% CC and CD, meaning you can drop Galv Crosshairs for Accelerated Isotope.

ELEMENTAL VARIATIONS

If armor stripping against Grineer/Corrupted: Use Viral Heat (swap Primed Convulsion for cold mod)

For Corpus: Make Toxin by swapping convulsion+heated charge for Pistol Pestilence + Anemic agility/Augur Pact/magnum force. Toxin bypasses shields. Swap to Primary Deadhead

For Angels/Eidolon/Murmur/Archon: Swap Pathogen Rounds for Anemic Agility/Augur Pact/Magnum force to make pure Radiation. Swap to Primary Deadhead

Orange Crit Laetum - Cascadia Overcharge/Secondary Outburst

Combining [\[Galvanized Crosshairs\]](#) and Cascadia Overcharge can give you a total of +620% crit chance for a final crit chance

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aim down sights) so [Galvanized Crosshairs](#) does NOT activate. This means you will be only getting about 90% crit chance from Cascadia Overcharge. Alternatively aim down sights while not having overshields to also activate overwhelming buff. Note, bodyshots at this crit level still do not surpass Devouring Attrition:

Here is an example of Orange Crit [Laetum](#) without [Harrow](#) (using hip fire to proc Overwhelming, then aiming down sights to get orange crits):



Red Crit Laetum – Harrow + Xata's Whisper

The void damage instance of Xata's Whisper currently counts as as non-crit non-status component of [Laetum](#)'s damage and therefore will proc Overwhelming Attrition regardless of your crit chance. This means you can run [Harrow](#) with [Xata](#)'s Whisper and achieve **RED CRITS** while still getting the +1200% dmg of Overwhelming Attrition.

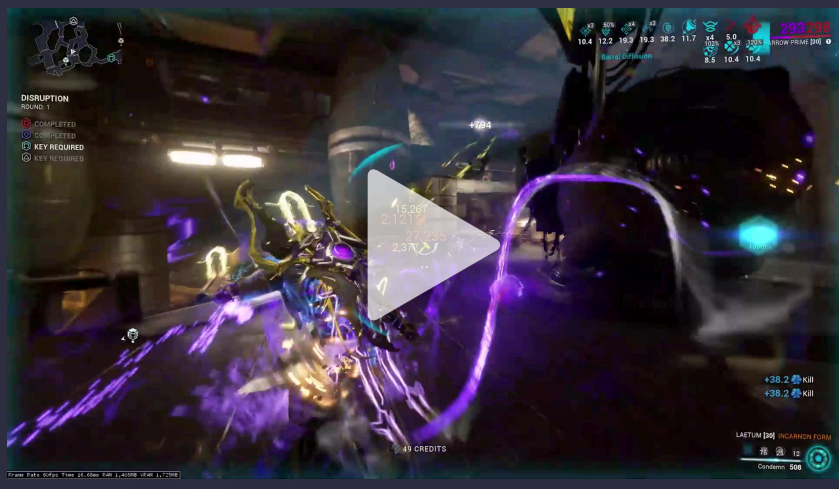
At 308% crit chance (achievable with [Harrow](#) Covenant + Arcane Avenger + [Primed Pistol Gambit](#) + Deadhead) on headshots, your final average multiplier actually becomes approx 1200x and you get guaranteed red crits.

GALVANIZED CROSSHAIRS + HARROW		
AVERAGE DPS (RAW + HEAT STATUS)	DEVOURING	OVERWHELMING
BODYSHOTS	21,167,203	16,648,327
HEADSHOTS	32,172,276	137,509,265


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you need to drop Secondary Deadhead and run the -recoil perk to maintain -100% recoil which actually reduces overall average DPS with final multiplier of approx 1100x). This is an example of a case where forcing yourself into the next tier of crits actually reduces your DPS.

Here is an example of Red Crit [Laetum] with [Harrow]:



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