

ITEM

WEAPON

PRIMARY

ASSAULT RIFLE

LATRON PRIME

OTHER LATRON PRIME BUILDS



Latron INCARNON | Bouncing Blasts (Flensing Strike Strip)

COPY



by [ninjase](#) — last updated 11 days ago (Patch 37.0)

10 5 75,130

The ornamental Latron Prime exploits ancient Orokin technology to get a slight damage increase over the standard Latron.

529 VOTES

22 COMMENTS

ITEM RANK

30

6 / 60

OROKIN REACTOR

APPLY CONDITIONALS



Latron INCARNON | Bouncing Blasts (Flensing Strike Strip)

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Viral Heat LATRON INCARNON

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Incarnon Red Crit Machine

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33.06
FORMASHORT
GUIDE

Double Tap Tap Tap -

OVERFRAME

Top Builds

Tier List

Player Sync

New Build

CRITICAL CHANCE66%

CRITICAL MULTIPLIER7.8x

FIRE RATE3.33

MAGAZINE15 / 540

MULTISHOT1.8

NOISEALARMING

PUNCH THROUGH2.1

RELOAD2.4

RIVEN DISPOSITION1.30

STATUS / PROJECTILE62.4%

TRIGGERSEMI

DAMAGE / PROJECTILE (X1.8)

➤ IMPACT47.4

➤ PUNCTURE379.4

➤ SLASH47.4

❄ COLD284.6

TOTAL DAMAGE1,366.0

AVERAGE HIT7,577.7

BURST DPS25,265.3

SUSTAINED DPS16,475.9

Survivor's Chamber

+240.0%5

Semi-Rifle Cannonade

+91.8%5

Critical Delay

+66.6%5

Vital Sense

+25.0%9

Hammer Shot

Rifle Elementalist

+60.0%4

Rime Rounds

+55.0%7

Primed Bane of Orokin

Latron Prime guide by ninjase

UPDATE 27.5

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BUILDS BY NINJASE

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

Laetum guide by ninjase

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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/464476/latron-prime/latron-incarnon-bouncing-blasts-flensing-strike-strip/

2/6

GUIDE

22 COMMENTS

LATRON PRIME BUILDS

BUILDS BY NINJASE

Latron INCARNON | Bouncing Blasts (Flensing Strike Strip)

[Latron Prime] has higher average status DPS compared to [Latron] Wraith when using Flensing Spikes and focusing on Blast status or heat status DPS.

Latron Wraith however has higher raw non-status DPS

Other Variants:

Viral Heat Non-armor strip AOE (Critical Parallel) :

<https://overframe.gg/build/467626/>

Single Target DPS Latron Wraith (Flensing Spikes)

<https://overframe.gg/build/760537/>

Viral Armor strip primer:

<https://overframe.gg/build/463858/latron-prime/latron-incarnon-viral-heat-armor-strip-primer/>

EVOLUTIONS

Evolution II : Riddled Target, with puncture status effect we can increase our multishot to +100% for 8s

Evolution III: Personal preference, all are good. - zoom is my preferred evolution.

Evolution IV: Flensing Spikes, remove 20% armor (additive) every puncture status. You can basically AOE full strip an enemy with 1-2 incarnon shots.

MOD BREAKDOWN

- [Semi-Rifle Cannonade]: Gives base dmg and is additive to arcane, but helps initial ramp up of damage without any arcane stacks. Also negates fire rate penalty of Crit Delay
- Galvanized Chamber : +230% multishot, absolutely essential

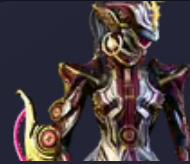
Latron
Endurance
Survival and
Looting

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Octavia
General
Use |
AFK
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Path

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VOT
16

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- [\[Vital Sense\]](#) + [\[Hammer Shot\]](#): Boosts crit multiplier to 9.5x so red crits have a 26.5x tier 3 crit multiplier. Hammer shot also gives bonus status chance which improves the likelihood of puncture procs
- Rime Rounds - fuses with incarnon mode heat to make Blast OR [\[Rime Rounds\]](#) + [\[Malignant Force\]](#): Creates Viral and increases the status chance so both viral and puncture status occur more frequently. Viral status boosts all damage to health up to 4.25x multiplier at 10 stacks.
- Primed Bane of Corrupted/Grineer: Boosts raw dmg by 1.55x multiplicative to arcane/serration and status dmg by 2.4x
- Rifle Elementalist : boosts status damage by 1.9x
- Exilus : personal preference. [\[Vigilante Supplies\]](#) gives ammo for base form and has a chance to boost crit tiers. Stabilizer reduces recoil to zero if you really dislike recoil.
- Arcane: If you don't want to occasionally aim at heads, just use Primary Merciless.

FLEXIBLE/ALTERNATIVE MODS

- Amalgam Serration: gives base damage and sprint speed.
- Primed Firestorm: Boosts radius of AOE by 1.44x, which actually increases the overall area by 2.07x
- [\[Double Tap\]](#): This gives a potential 5x multiplicative damage buff, but requires you to directly hit enemies constantly within 2s of each shot. This is great for damage if you like to aim and hit enemies consistently. Good to use alongside Galv Aptitude if focusing on direct hits.
- Galvanized Aptitude: This does NOT affect the AOE component, however it is MULTIPLICATIVE to Serration/Cannonade/Deadhead/Merciless for the direct hits and counts the base damage perks. You also get a bonus 80% status chance. Use this if you want to focus slightly more on hitting enemies directly rather than rely on AOE.



- Riven: CD/MS/CC/DMG

SYNERGIES

Works best when used with Nourish, [Xata]'s Whisper, Grouping or Magnetize ([Mag]).



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Tier List

Player Sync

New Build



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CounterStats.net

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VaingloryFire.com

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RuneterraFire.com

DOTAFire.com

ArtifactFire.com

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