

ADVERTISEMENT

in: [Resources](#), [Untradeable Resources](#), [Item Resources](#), and [4 more](#) [IN](#)

[REGISTER](#)

Latron Incarnon Genesis

24 [EDIT](#)

Latron Incarnon Genesis is an item that is used to add [Incarnon](#) upgrades to the [Latron](#), [Latron Wraith](#) or [Latron Prime](#).

Contents

1. Acquisition

2. Incarnon Genesis

2.1. Evolutions

2.1.1. Evolution I

2.1.2. Evolution II

2.1.3. Evolution III

2.1.4. Evolution IV

3. Patch History

Acquisition

- Upon completion of [The Duviri](#)

Latron Incarnon Genesis



Untradeable

[Update Infobox Data](#)

Description

Awaken this weapon's ability to fire Heat Damage energy waves that bounce off enemies and terrain in Incarnon Form.

General Information

Type

Item



[Zariman](#), and unlocking [The Steel](#)

[Path](#), players can earn 

Latron Incarnon Genesis from

[The Circuit](#)'s Steel Path to place

on their Latron with the help of

[Cavalero](#) in the [Chrysalith](#). This

[Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Introduced

[Update 33.0](#) (2023-04-26)

Vendor Sources

Official Drop Tables

<https://www.warframe.com/droptables>

Incarnon Genesis

Evolutions

- Installing the Latron Incarnon Genesis requires 20  [Pathos Clamps](#), 60  [Rune Marrow](#), and 20  [Maw Fangs](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
 - Each challenge additionally grants 5,000 [affinity](#) to the weapon, affected by [Affinity Boosters](#)

Evolution I

- Weakpoint hits charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
- Fire  [Heat](#) Damage energy waves that bounce off enemies and terrain.
 - Incarnon Form changes the weapon's fire mode from hitscan to a traveling [projectile](#) that can [ricochet](#) off enemies and terrain, exploding up to **6** times with a **4** meter radius, dealing damage once for any collision on enemies, and again for the explosion.
 - Collision deals  [Impact](#) damage and have a guaranteed  [Impact](#) proc.
 - Explosion deals  [Puncture](#) and  [Heat](#) damage.
 - Each ricochet will cause the projectile to slow down.
 - Bullet attraction bubbles such as  [Magnetize](#) or  [Void](#) status will cause the projectile to orbit within until exploding at the end of its life, and seem to require multiple enemies to ricochet repeatedly.
 - Explosion can benefit from  [Firestorm](#) ( [Primed](#)).
- Incarnon Form has no [Recoil](#), higher total damage, [Critical Chance](#), [Critical Multiplier](#), and [Status Chance](#). However its  [Slash](#) damage is removed, the



[Fire Rate](#) is reduced, and the explosion possesses [Damage Falloff](#) from 100% to 80% from central impact.

- [Punch Through](#) does not affect the incarnon projectile.
-  [Double Tap](#) affects Incarnon Form.
- Mode switching is **not** instantaneous and has an animation equal to the weapon's [reload speed](#).
- Incarnon Form is activated by filling the Incarnon Transmutation gauge that appears under the reticle by achieving [weakpoint hits](#) and then pressing the [Alternate Fire](#) button. **8** weakpoints will completely fill the gauge. A full gauge is not required to activate Incarnon Form.
 - Charges do **not** generate on the backpacks of most [MOA](#) variants, or vulnerability spots generated by  [Sonar](#) or  [Detect Vulnerability](#) in places other than actual weakpoints.
 - Weakpoints on corpses or [Invulnerable](#) targets do **not** build charges.
 - Individual [Multishot](#) bullets can build charges.
- Instead of drawing ammunition from its reserves, the Latron's Incarnon Form uses a separate "magazine" with each charge producing **5** rounds to a maximum of **40**. Once all ammunition is expended, the Latron reverts to its normal form.
 - Incarnon Form's magazine is **not** affected by mods.
 - Incarnon Form is **not** affected by [Ammo Efficiency](#) (such as  [Energized Munitions](#)).
 - Charges and Incarnon Form persists through all activities, such as holstering, [bleedout](#), or being [disarmed](#). However, charges and Incarnon Form are removed upon [death](#).
- Swapping to and from Incarnon Form will fully reload the normal form's magazine.

Evolution II

- *Unlock Challenge:* Complete a solo mission with this weapon equipped.
- Perk 1: **Riddled Target:**
 - Increase Damage by **+48** (Latron) / **+12** (Wraith) / **+6** (Prime).
 - On [Puncture](#) Status Effect: **+25%** Multishot for **8s**. Stacks up to **4x**.
 - The bonus stacks additively with multishot mods such as [Split Chamber](#).
- Perk 2: **Swift Punishment:**
 - Increase Damage by **+48** (Latron) / **+12** (Wraith) / **+6** (Prime).
 - With [Sprint Speed](#) 1.2 or Higher: **+30%** Direct Damage per Status Type



Evolution III

- *Unlock Challenge:* Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Marksman's Hand:**
 - **-60%** Weapon Recoil.
- Perk 2: **Extended Volley:**
 - Increase Magazine Capacity by **+15**.
 - Does not affect the Incarnon form.
- Perk 3: **Marksman's Focus:**
 - **-30%** Zoom.

Evolution IV

- *Unlock Challenge:* Kill **30** enemies that are least **40m** away.
- Perk 1: **Flensing Spikes:** Remove **20%** of enemy [Armor](#) per [Puncture Status](#).
 - Has no effect on enemies immune to armor removal, such as [Exploiter Orb](#) or [Archons](#).
 - Can fully strip acolytes' armor although they cannot have more than four Puncture status stacks.
- Perk 2: **Deadhead:**
 - **+100%** to Headshot Multiplier.
 - The bonus stacks additively with other headshot multiplier bonuses such as the passive from [Primary Deadhead](#).
- Perk 3: **Critical Parallel:**
 - Increase Critical Chance by **+30%** (Latron) / **+24%** (Wraith) / **+24%** (Prime).
 - Increase Critical Damage Multiplier by **+0.6x** (Latron) / **+0.2x** (Wraith) / **+0.2x** (Prime).

Patch History

Hotfix 37.0.4 (2024-10-10)

- Updated the following Incarnon Evolution descriptions to specify "Weakpoint Hits" instead of "Headshots":
 - "X% Critical Chance on Weakpoint Hits"
 - "Weakpoint Hits charge Incarnon Transmutation; Alt Fire transmutes.



Update 35.5 (2024-03-27)

Incarnon		Edit	[Collapse]
Zariman		Felarx • Innodem • Laetum • Phenmor • Praedos	
Sanctum Anatomica		Onos • Ruvox	
The Circuit (Incarnon Genesis)	Week 1	Braton • Lato • Skana • Paris • Kunai	
	Week 2	Boar • Gammacor • Angstrum • Gorgon • Anku	
	Week 3	Bo • Latron • Furis • Furax • Strun	
	Week 4	Lex • Magistar • Boltor • Bronco • Ceramic Dagger	
	Week 5	Torid • Dual Toxocyst • Dual Ichor • Miter • Atomos	
	Week 6	Ack & Brunt • Soma • Vasto • Nami Solo • Burston	
	Week 7	Zylok • Sibear • Dread • Despair • Hate	
	Week 8	Dera • Sybaris • Cestra • Sicarus • Okina	

Categories ▼

Languages ▼

Community content is available under CC-BY-SA unless otherwise noted.

More Fandoms

Sci-fi | Warframe



