

# Lato Vandal

- [Incarnon Lato Vandal \(Patch 35.0\)](#)

# Incarnon Lato Vandal (Patch 35.0)

PATCH VERSION	<a href="#">35.0</a>
MASTERY REQUIRED	7
FORMA REQUIRED	8
ENDO REQUIRED	193,140

[image.png](#)

[image.png](#)

## Lato Vandal INCARNON | Red Crit Quickdraw Headhunter

[\[Lato Vandal\]](#) Incarnon requires headshots in base form to charge up. The incarnon form creates ricocheting bullets that hit enemies 9m away with no falloff. This basically means for every bullet that hits the target, another 2+ bullets are spawned that go on to hit another two enemies. The total number of ricochets therefore increases with multishot.

## EVOLUTIONS

Evolution II : Both perks work well.

- Haven Foray: +22 to base dmg (pre mod) and +40 with Overshield for 62 dmg total. Pick this if you have a way to consistently maintain overshield e.g. Harrow, Protea, Pillage/Condemn subsume, Revenant with Augur Mods.
- Reified Bane: +12 to base dmg and +30 on reload from empty for 42 dmg total. The +30 dmg buff persists as long as you don't reload again from a non-empty clip. You can also maintain the buff for the entire duration of the incarnon clip. Pick this if you do NOT have a way to maintain overshield.

Evolution III: Void's Guidance gives accuracy and recoil reduction which benefits incarnon mode. Ammo efficiency doesn't affect incarnon mode. Instant reload is very nice on non-incarnon mode but does not affect incarnon mode.

Evolution IV: All three seem to have some viability, depending on playstyle.

- Survivor's Edge +6% CC/+12% SC is the most generalised for just shooting without gimmicks, offering the least damage potential and most comfort. This sets your CC to 168% (with max Galv Crosshairs) with a tier 2 headcrit multiplier of 24.2x.
- Deathtrap Trigger +38%cc/+2.6CD is the strongest damage potential for a playstyle where you swap weapons very often, since the buff only lasts 4s. With max Galv Crosshairs while aiming down sight with headshot, you end up with 302% CC for guaranteed red crits (tier 3), with a tier 3 headcrit multiplier of 68.56x. This is roughly three times stronger than survivor's edge, but requires you to constantly swap weapons every 4s to refresh the buff.
- Carnage Reign would provide slightly more damage than survivor's edge (12% more) if you use Secondary Encumber instead of Secondary Deadhead, requires a lot of ramp up but still much less potential than Deathtrap (3x less).

# MOD BREAKDOWN

- Galvanized Diffusion: Mandatory multishot mod, use Barrel Diffusion or Amalgam Barrel diffusion as alternatives
- Galvanized Shot: Semi-mandatory dmg mod, gives additive +120% dmg for each status effect on top of the +360% from deadhead. With 5 status effects, you get up to +600% dmg.
- [\[Galvanized Crosshairs\]](#): Gives up to +320% crit chance but only on aiming down sights, and requires at least one direct headshot kill every 12s to maintain all stacks of the buff. If you don't like aiming at heads, drop this for Primed Pistol Gambit
- Primed Target Cracker: Mandatory for crit damage
- Lethal Torrent: Mandatory for fire rate AND bonus multishot. Anemic Agility is alternative
- Pistol Pestilence + Frostbite: Makes Viral and gives status chance so viral status procs quicker per shot - see below for elemental variations
- Primed Heated Charge: Big boost to raw damage since it is the only primed elemental mod on pistols

## Arcane

Secondary Deadhead: Gives -recoil, 360% dmg additive to Galv Shot and an additional 1.3x headshot multiplier, but requires headshots to upkeep. This is the best option if you love getting headshots.

Cascadia Overcharge: Gives +300% crit chance, without needing buildup. The only condition is to have overshields, which actually matches Haven Foray perk. Use this if you like red crits with

Survivor's edge, or Tier 5 red crits with Deathtrap Trigger.

### Flexible/alternative mods

If you don't own one of the above mods, you can try to add one of the following:

- Primed Expel Grineer/Corrupted: gives 1.55x dmg boost to raw damage which is multiplicative to other base dmg mods, but only for one faction at a time. Note acolytes, thrax and narmer do not have a faction. I would usually slot Primed faction mods when possible but mostly on DoT reliant weapons since faction mods double dip DoT for 2.4x bonus.
- Hornet Strike: Additive to deadhead but still gives +dmg
- Augur Pact: minor +dmg boost but helps with shield gating
- Anemic Agility: more fire rate
- Seeker: punctthrough lets you hit more enemies in a row

### Riven

The ideal rolls are +CD/MS/CC/FR/tox with a harmless negative such as -puncture/slash

Having either toxin or firerate on the roll helps you fit the riven over [\[Pistol Pestilence\]](#) or [\[Lethal Torrent\]](#) respectively, otherwise you may just have to drop [\[Lethal Torrent\]](#).

# ELEMENTAL VARIATIONS

**VIRAL HEAT:** Best for 'general use' as Viral has a +75% damage bonus against Cloned Flesh (possessed by nearly all grineer and some corrupted), 50% damage bonus against Corpus Flesh (possessed by humanoid corpus) while heat has a +25% bonus against Cloned Flesh and Corpus Flesh. This bonus applies regardless of whether the enemy has armor or is fully stripped. Viral status also boosts all damage to armored or unarmored health by up to 4.25x at 10 stacks.

**RAW CORROSIVE HEAT:** Good against Acolytes/Thrax when you DON'T use armor strip. Corrosive damage ignores 75% of armor, has a +75% damage bonus against Ferrite armor (possessed by most grineer except nox/bombard) and corrosive procs further reduce armor by up to 80% at 10 stacks. Just replace [\[Frostbite\]](#) with either [\[Jolt\]](#) or [\[Convulsion\]](#) (may need additional V forma slot)

**\*PURE TOXIN\*\*:** Good against steel path corpus since toxin ignores shields. Drop [\[Primed Heated Charge\]](#) and [\[Frostbite\]](#) for [\[Pathogen Rounds\]](#) + [\[Primed Expel Corpus\]](#) or anemic agility.

**RADIATION COLD:** Good against index robotics, unstripped Lua demolytists, Angels and potentially Archon/Eidolon if you were desperate. Swap [\[Pistol Pestilence\]](#) for [\[Convulsion\]](#) and rearrange [\[Primed Heated Charge\]](#) to the left of [\[Frostbite\]](#).

**VIRAL SLASH:** Can bypass armor, only really better than raw damage at higher and higher armor levels i.e. SP level 500+. Drop Primed Heated Charge for Carnis Mandible and Lethal Torrent for

Primed Expel (optional). Example build: <https://overframe.gg/build/467657/>