

# Incarnon Latron Prime Red Crits and AOE Armor Strip (Patch 34.0)

PATCH VERSION	<a href="#">34.0</a>
MASTERY REQUIRED	10
FORMA REQUIRED	4
ENDO REQUIRED	65,730

INCARNON OPTION 2	Riddled Target	<ul style="list-style-type: none"> <li>• Increase Damage by <b>+48</b> (Latron) / <b>+12</b> (Wraith) / <b>+6</b> (Prime).</li> <li>• On <a href="#">Puncture</a> Status Effect: <b>+25%</b> Multishot for <b>8s</b>. Stacks up to <b>4x</b>. <ul style="list-style-type: none"> <li>◦ The bonus stacks additively with multishot mods such as <a href="#">Split Chamber</a>.</li> </ul> </li> </ul>
INCARNON OPTION 3	Marksman's Hand	<ul style="list-style-type: none"> <li>• <b>-60%</b> Weapon Recoil.</li> </ul>
INCARNON OPTION 4	Flensing Spikes	<ul style="list-style-type: none"> <li>• Has no effect on enemies immune to armor removal, such as <a href="#">Exploiter Orb</a> or <a href="#">Archons</a>.</li> <li>• Can fully strip acolytes' armor although they cannot have more than four Puncture status stacks.</li> </ul>

[image.png](#)

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# Latron INCARNON | Red Crits and AOE Armor Strip

Latron Prime has higher average DPS compared to Latron Wraith.

Other Variants:

Viral Slash HM Non-armor strip (Critical Parallel) : <https://overframe.gg/build/467626/>

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

Evolution IV: Flensing Spikes, remove 20% armor (additive) every puncture status. You can basically AOE full strip an enemy with 1-2 incarnon shots. This provides much higher scaling potential for raw damage without needing hunter munitions to create slash to bypass armor.

## MOD BREAKDOWN

- Galvanized Chamber : +230% multishot, absolutely essential
- [\[Critical Delay\]](#) + [\[Galvanized Scope\]](#): Together boosts total crit chance to 273%, i.e. a 73% chance to hit red crits. [\[Galvanized Scope\]](#) is the FLEXIBLE SLOT, since it is a bit difficult to activate and maintain, requiring direct headshot kills AND aiming down sights.
- [\[Vital Sense\]](#) + [\[Hammer Shot\]](#): Boosts crit multiplier to 9.5x so red crits have a 26.5 tier 3 crit multiplier. Hammer shot also gives bonus status chance which improves the likelihood of puncture procs
- [\[Rime Rounds\]](#) + [\[Malignant Force\]](#): 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. Viral damage also has a 75% dmg bonus against cloned flesh possessed by many enemies, which is particularly good when they are armor stripped.

- [\[Piercing Caliber\]](#): This is required to boost the bias of puncture to back approximately 40% after viral mods. With 3 multishot and 90% status, we expect at least 1 to 2 puncture procs every shot.
- 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: Primary Deadhead is personal preference. If you aim at heads even with the incarnon form

# FLEXIBLE/ALTERNATIVE MODS

These go over the flexible mod which is Galvanized Scope.

- [\[Double Tap\]](#): 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. Replace Galvanized Scope.
- Galvanized Aptitude: This does NOT affect the AOE component, however it is MULTIPLICATIVE to Deadhead/Merciless for the direct hits and counts the base damage perks. You also get a bonus 80% status chance to improve stripping
- Vile Acceleration : Increases fire rate, boosting technical DPS by approx 1.8x
- Primed Firestorm: Boosts radius of AOE by 1.44x, which actually increases the overall area by 2.07x
- Serration/Amalgam Serration: Boosts base dmg, but additive to arcane. Helps initial rampup of damage without any arcane stacks
- Primed Bane of Corrupted/Grineer: Boosts raw dmg by 1.55x multiplicative to arcane/serration
- Riven: CD/MS/CC/Fire rate/Tox

Use it with grouping. Extra deadly when used with [\[Mag\]](#):

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