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Warframe vicious spread any good

The Arca Plasmore is an MR10 shotgun that fires a single large wave of plasma rather than multiple pellets. Re-raised in U21.7, it is unique, rather powerful, but most importantly, an excellent and very fun weapon in the majority of Warframe combat. Arca Plazmore needs to be studied at the Dojo's Energy Institute to get the blueprint. Arca Plasmore has very high base damage, with good and status chances, but frustratingly low damage. The fire rate is also very slow, which gives a solid reload ratio of 3.25. Especially for shotguns, Arca Plasmore fires a single large plasma wave instead of multiple pellets, and a good status build doesn't require a 100% status chance. On the other hand, this also means that you cannot apply a large number of procs. The outside wave has a natural punch-through, but not the middle ball. The range of plasma waves is limited to 30 meters, and damage drops occur in the range of 10 to 20 meters. Arca Plazmore does not do double damage to headshots like most weapons. Critical headshots benefit from an additional twice the number of rides, but they do not receive a total of four times the number of rides that regular weapons do. Formales Arca Plasmore builds with two native V polarity have many options. This is a basic critical build with high raw damage. Corrosive + heat + radiation is a very powerful combination that is lacking only against corpus shields. Blaze is a great mod whenever +Heat is not an issue. Alternative critical-based builds slot in hunter ammunition and include viruses as elemental combos. Arca Plasmore has an amazing status chance with its raw radiation, but its single pellet wave and low RoF mean it can't quickly strip off armor in a corrosive process. In my testing and experience, the build of critical-based hunter ammunition is actually the most effective explosion-proof build, and buildings for raw corrosive + radiation damage fall much faster at higher levels. It also has mediocre criticism in criticism reshuffles, but Arca Plasmore's very high base damage means that the slash procedures it inflicts do a lot of damage. However, if you are not running hunter bullets, this raw damage build will actually get much higher damage than critical builds. Part of this is because it omits priming point blanks and priming dravags that reduce the effectiveness of malicious spreads/blazes and increase the effectiveness of critical builds, respectively. Without priming luggage, critical builds are very overwhelming, mainly because the critical mods of shotguns are relatively terrible. Without priming point blanks, malicious spreads and blazes are both + damaging, so they are relatively effective. However, be aware that malicious spread can cause plasma waves to fly violently off course. Other good mod options not visible include Shotgun Spas to patch up a very low RoF,Even if you do a little more damage, reload especially for large reload time buffs, and deadly acceleration for increased projectiles flight speed. As a limited range of projectiles, + flight speed increases the rate of fire of the Arca Plasmore, as well as the drop-off range, as well as its maximum range. I can see that there is no need for extra punch-throughs as to how the Alcaplazmore projectiles behave in enemies and obstacles. The shot moves well as long as you be careful and make sure the middle ball doesn't collide with obstacles. Recommended setup: virus + HM vs. greiner, breakage, virus or virus + electrical vs. armorless corpus, radiation or radiation + toxin vs. armored corpus, corrosive + heat-to-heat infested. With added V - polarity you can still fit all prime mods comfortably, in space for other good mods. For priming luggage and priming point blanks, critical builds deal more damage than noncritical builds, especially for headshots. This build is again a fairly standard corrosive + thermal damage build. Personally, I really like Arca Plasmore's +RoF. Of course, the virus +HM setup works well with this build as well as being able to fit shotgun spas using a cold reload for + reload speed. Recommended setup: See above. With two more V polarity you can fit in almost any mod besides Riven. The build in this photo is a standard corrosive + heat full damage build. There is nothing special about this build other than allowing for higher drain mods. Recommended setup: See above. In contrast to the majority of my HM builds, I found corrosive to be more consistently effective, mainly due to HM's unreliableness. Each pellet has only a 12.54% chance of giving a slash procedure. Therefore, corrosive + radiation has proven to be a much more reliable and consistent setup. My Riven gives + reload speed and + fire rate, which are the two stats I was looking for for Arca Plasmore. I find that stock reload and RoF too slow, Riven patched up nicely, + multi-shot is just a bonus. This is a traditional virus +HM build. This build is for general use for use against haunts or for general use if you want the enemy to have very little armor (for example, ESO if you are running a salin). It packs much more raw damage than the other two builds, but is lacking against heavy armor. Firing huge waves of plasma with a pre-natural punch-through, Alcaplazmore is good at wiping out enemy crowds. A slightly aimed shot over the enemy's head can go through them and damage them all, killing the majority of them at a typical warframe level. Direct fire can cause projectiles to explode in the first enemy attack. Arca Plasma's reload rate is fairly solid, but less relevant given its unique firing type. In contrast, Alca PrazuraHigh health is less effective against a single enemy. An important part of this is that most other weapons don't get twice as much damage in headshots. Compared to other shotguns, it deals with relatively little burst DPS, so it can deal with such enemies within a reasonable time, but is lagging behind many of the other shotguns. This also follows armored enemies. Without hunter ammunition, Arca Plazmore has no timely way of eliminating or bypassing enemy armor. It can handle corrosiveness very reliably, but it cannot do so quickly or in large quantities and cannot naturally proc slashes. Therefore, it is completely dependent on brute coercion, which deals raw damage through armored enemies, falling very severely at a higher level. Hunter ammunition, despite its relative reliability, helps significantly in this regard, as it handles armored enemies faster than Arca Plasmore. What is remarkable is that the enemy hit within 15 metres is on a guaranteed impact process that can achieve subsequent headshots much easier and safer, given Arca Plasmore's massive hitbox. Also noteworthy is that using Zephyr's turbulence in jetstream augment can significantly improve the range of Arca Plasmore, but we found that 30m is enough for most engagements anyway. Overall, Arca Plasmore is a fun and pretty powerful shotgun. It easily extinguishes the crowd, but delays a little with a single target damage, especially if the target has a lot of armor. A limited 30m range is generally not a problem in close combat for most of the warframes. Alcaplazmore is a weapon I strongly recommend building and trying. It is very popular for very good reasons and can take out most Warframe content very well, especially with some anti-armor support. Vs Trash Mob: 5/5 - A single shot can be eaten through the value of the enemy's entire cloister. That slow RoF can be frustrating for follow-up shots, but trash mobs rarely need multiple shots. The reload ratio is also pretty good. Vs Non-Armored Heaveies: 3.5/5 - Very high damage/shot allows Alcaplazmore to deal solid damage to armorless enemies. It doesn't quite match some of the other shotguns, but it does pretty well nonetheless. But the loss of headshot powers definitely hurts. Armored Heavy without Hunter Ammunition: 2.5/5 - If the RoF for rapid corrosive procedures is too low and there is no slash damage. Arca Plasmore's only non-HM Anti-Armor is to brute the force with raw damage. This is OK thanks to the radiation damage at the base, but this falls quickly at a higher level, especially without a headshot power. Vs Armored Heavey with Hunter Ammunition: 3/5 - Even with HM, low RoF and mediocre chances, slashing process is not particularly frequent in Bullarder bus and again lacking headshot power really hurtsOutput. Without. The only remote weapon like Arca Plasmore is the catch moonkit gun, which is secondary. Arca Plasmore has a fairly low 2/5 (0.7) Riben disposal and has been dropped from Fortuna (0.9-> 0.7) and 3/5 of the Under-24s. This is reasonably fair given that it is very powerful and very popular, but I don't think such a big drop was necessary. Damage/multi-shot/critical chance/critical damage, of course, is a great statistic to aim for. I personally think + reload speed and + fire rate are also great. The appropriate elements (e.g. +Toxin) can save mod slots. In particular, the + projection rate increases the range of alcaprazle, so it can also be a good statistic to have. - Maximum ammunition is not a problem when performing ammunition cases/mutations/etc. I would consider - infested damage to be fairly reasonable, as well as perhaps - corpus damage. Privacy Overview This website uses cookies to help provide the best possible user experience. Cookie information is stored in your browser and performs functions such as recognizing you when you return to our website and helping our team understand the most interesting and useful sections of the website. Strictly required cookies must always be enabled so that we can store your settings for cookie settings. If you disable these cookies, you will not be able to save your settings. This means that every time you visit this website, you will need to re-enable or disable cookies. Again.

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