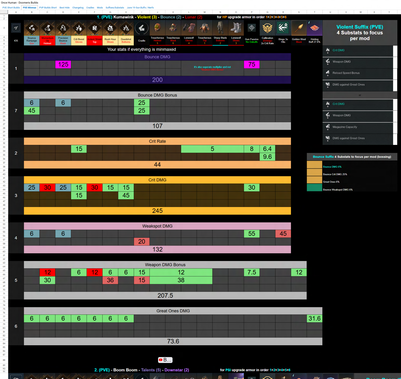
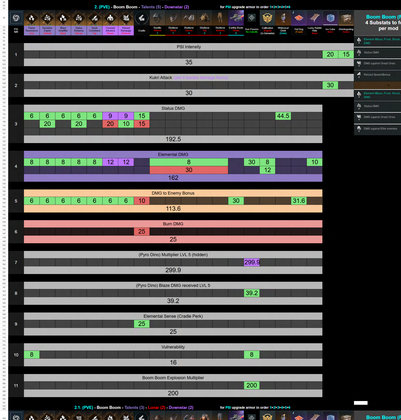
Stone Ranger - Boomers Bulla

Stone Ranger - Tailbreaker - Pro Pulse Gun - Iron Vim - Changeling - Cobbs - Boon - Lethal Screen - Iron Knuckle's Spirit

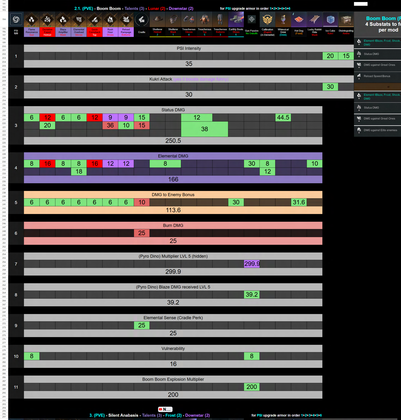
1. (PVE) - Kumaiwok - Violent (5) - Bounce (2) + Lethal (2) for PF upgrade armor in order: NORMAL



2. (PVE) - Boom Boom - Talonta (5) - Downstar (2) for PG upgrade armor in order: NORMAL

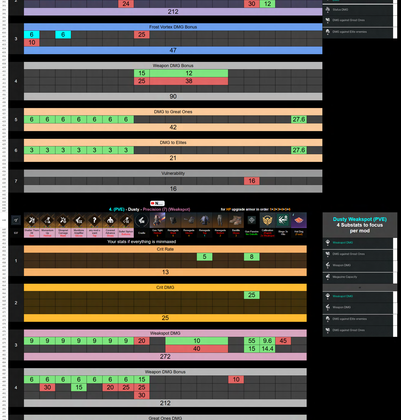


2.1. (PVE) - Boom Boom - Kalaxia (5) - Lethal (2) - Downstar (2) for PG upgrade armor in order: NORMAL

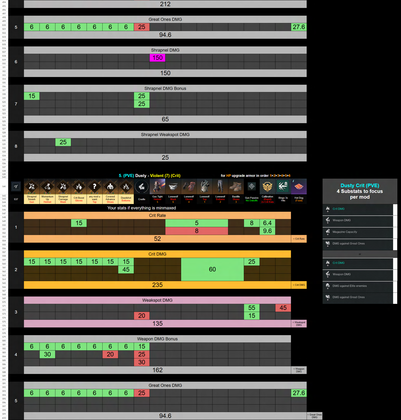


3. (PVE) - Silent Anabasis - Talonta (5) + Frost (2) - Downstar (2) for PF upgrade armor in order: NORMAL

3. (PVE) - Silent Anabasis - Kalaxia (5) - Frost (2) - Lethal (2) for PF upgrade armor in order: NORMAL

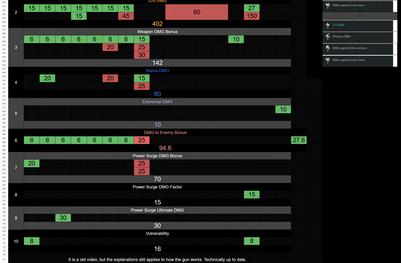


4. (PVE) - Dusty - Prototype (5) - (Weakspot) for HP upgrade armor in order: NORMAL



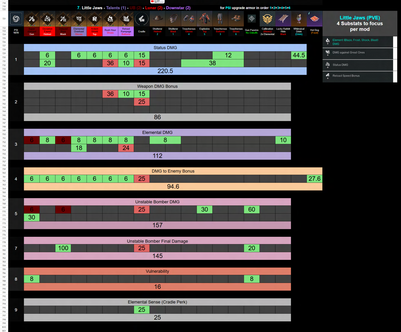
5. (PVE) Dusty - Violent (5) (C4) for HP upgrade armor in order: NORMAL

6. (PVE) - Corrosion Shotgun - Violent (5) - Downstar (2) for PG upgrade armor in order: NORMAL

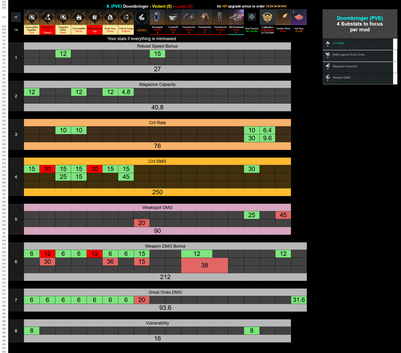


It is a old video, but the explanations still applies to how the gun works. Technically up to date.

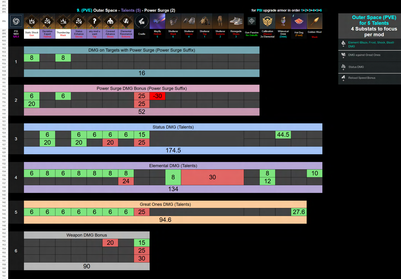
7. Little Jaws - Talents (1) - Crit Rate Lunar (2) - Downstar (2) for PS upgrade armor in order >>>>>>>>



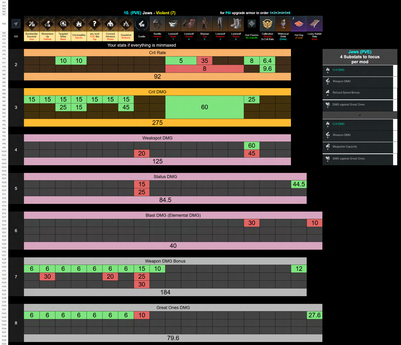
8. (PVE) Doombringer - **Violent (5)** - Lunar (2) for HP upgrade armor in order >>>>>>>>



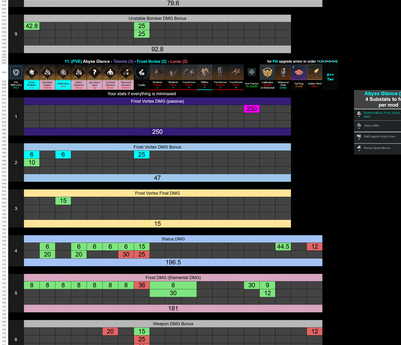
9. (PVE) Outer Space - Talents (5) - **Power Surge (2)** for PS upgrade armor in order >>>>>>>>



10. (PVE) Jaws - **Violent (7)** for PS upgrade armor in order >>>>>>>>

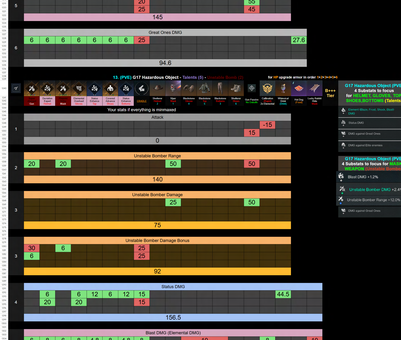


11. (PVE) Abyss Glance - Talents (3) - **Frost Vortex (2)** - Lunar (2) for PS upgrade armor in order >>>>>>>>



12. (PVE) Primal Rage - **Violent (3)** - Fast Scatter (2) - Lunar (2) for HP upgrade armor in order >>>>>>>>

13. (PVE) G17 Hazardous Object - Talents (5) - Power Surge (2) for HP upgrade armor in order >>>>>>>>



(5) 14. (PVE) - Critical Pulse - 2 Arrows - Talents (1) - Power Surge (2) - Lunar (2)
for 10* upgrade armor in order
Your stats if everything is minmaxed
Weapon Capacity
38.4
DMG on Targets with Power Surge (Power Surge Suffix)
16
Power Surge DMG Bonus (Power Surge Suffix)
57
Status DMG (Talents)
232.5
Shock DMG (Elemental DMG) (Talents)
166
Great Ones DMG (Talents)
79.6
Additional Elemental Multiplier (Cradle)
25
15. (PVE) - Bugs & Wildlife - Precision (7)
for 10* upgrade armor in order
Attack
Vulnerability
Weakpoint DMG
377
Weapon DMG Bonus
189
DMG to Enemy Bonus
98.6
16. (PVE) - Do Evo - Violent (7)
Crit Rate
62
Crit DMG
255
Weakpoint DMG
50
Weapon DMG Bonus
142
Shotgunner DMG Bonus
80
DMG to Great Ones
94.6
DMG to Elites
48.6
Vulnerability
8
17. (PVE) - Memento - Precision (5) - Fast Gunner (2)
for 10* upgrade armor in order
Your stats if everything is minmaxed
Attack
130
Weakpoint DMG
333
Weapon DMG Bonus
168
DMG to Great Ones
94.6
DMG to Elites
73.6
Vulnerability
8
18. (PVE) - Memento - Violent (5) - Fast Gunner (2) - Lunar (2)
for 10* upgrade armor in order
Your stats if everything is minmaxed
120
Crit Rate
50
Crit DMG
255
Weakpoint DMG
155
Weapon DMG Bonus
236
DMG to Great Ones
94.6
DMG to Elites
73.6
Vulnerability
8
19. (PVE) Brabonky - Precision (7)
for 10* upgrade armor in order
Your stats if everything is minmaxed
Bounce DMG
125
125
Bounce DMG Bonus
50
Weakpoint DMG
254
Weapon DMG Bonus
195
DMG to Great Ones
79.6
DMG to Elites
58.6
Vulnerability
16
20. (PVE) Brabonky - Violent (5) - Lunar (2)
for 10* upgrade armor in order
Your stats if everything is minmaxed
Bounce DMG
125
125
Bounce DMG Bonus
80
Crit Rate
38
Crit DMG
165
Weakpoint DMG
145
Weapon DMG Bonus
222
DMG to Great Ones
79.6
DMG to Elites
58.6
Vulnerability
16
(5) 21. (PVE) - Critical Pulse - 2 Arrows - Talents (4) - Power Surge (1)
for 10* upgrade armor in order
Your stats if everything is minmaxed
Weapon Capacity
102
DMG on Targets with Power Surge (Power Surge Suffix)
8
Power Surge DMG Bonus (Power Surge Suffix)
51
Status DMG (Talents)
226.5
Shock DMG (Elemental DMG) (Talents)
132
Great Ones DMG (Talents)
79.6
Additional Elemental Multiplier (Cradle)
25
22. (PVE) - Last Valor - Shrapnel (10) - Violent (5) - Lunar (2)
for 10* upgrade armor in order
Your stats if everything is minmaxed
Crit Rate
10 15 5 6 6.4
(PVE)
4 Subsets to focus per mod
Weakpoint Crit Rate
DMG against Great Ones
Weapon DMG
DMG against Elite enemies
Weapon Capacity
Weakpoint Crit Rate
DMG against Great Ones
Weapon DMG
Weapon Capacity
Weakpoint DMG
DMG against Great Ones
Weapon DMG
Reload Speed Bonus
Weakpoint Momento (PVE)
4 Subsets to focus per mod
(RECOMMENDED)
Weakpoint DMG
DMG against Great Ones
Weapon DMG
DMG against Elite enemies
2x Fast Gunner Suffix
Weapon Fire Damage stat, Weapon Crit stat
Weapon Fire Damage stat, Weapon Crit stat
DMG against Great Ones +56.0%
4th Subsetat can be anything you desire. (best to worst)
Reload Speed Bonus
DMG against Elite enemies
Weapon Damage
Weapon Capacity
Max HP
Crit Momento (PVE)
4 Subsets to focus per mod
(RECOMMENDED)
Crit DMG +10.0%
Weapon DMG +10.0%
DMG against Great Ones +10.0%
last subsetat up to you
Max HP
Weapon Capacity
Reload Speed Bonus
2x Fast Gunner Suffix
Weapon Fire Damage stat, Weapon Crit stat
Weapon Fire Damage stat, Weapon Crit stat
DMG against Great Ones +56.0%
Max HP +2.4%
Weakpoint Brabonky (PVE)
4 Subsets to focus per mod
(RECOMMENDED)
1. For small & elite mobs
Weakpoint DMG +8.0%
Weapon DMG +2.4%
DMG against normal enemies +2.4%
DMG against Great Ones enemies +2.0%
2. For Boosing only
(max damage against Great Ones)
Weakpoint DMG +8.0%
Weapon DMG +2.4%
DMG against Great Ones +8.0%
DMG against Elite enemies +2.0%
3. For Boosing only
(max damage against Elites)
Weakpoint DMG +8.0%
Weapon DMG +2.4%
DMG against Great Ones +8.0%
DMG against Elite enemies +2.0%
Crit Brabonky (PVE)
4 Subsets to focus per mod
(RECOMMENDED)
1. For small & elite mobs
Weakpoint DMG +8.0%
Weapon DMG +2.4%
DMG against normal enemies +2.4%
DMG against Great Ones enemies +2.0%
2. For Boosing only
(max damage against Great Ones)
Crit DMG +10.0%
Weapon DMG +2.4%
DMG against Great Ones +8.0%
DMG against Elite enemies +2.0%
3. For Boosing only
(max damage against Elites)
Crit DMG +10.0%
Weapon DMG +2.4%
DMG against Great Ones +8.0%
DMG against Elite enemies +2.0%
Substats for (Violent) SUFFIX
(max damage against Great Ones)
Crit DMG +10.0%
Weapon DMG +2.4%
Weapon DMG +8.0%

Weapon DMG Bonus
Crit DMG
Weakpoint DMG
Great Ones DMG
Shrapnel DMG
Shrapnel Crit DMG (additive to Crit DMG)
Shrapnel DMG Bonus
Shrapnel Weakpoint DMG (additive to Weakpoint DMG)
Shrapnel Weakpoint DMG
Weapon DMG Bonus
DMG to Enemy Bonus
Shrapnel Crit DMG
Shrapnel Weakpoint DMG

Crit Rate
Crit DMG
Attack
Kulot Attack
Weakpoint DMG
Weapon DMG Bonus
DMG to Enemy Bonus
Crit Rate
Crit DMG
Attack
Kulot Attack
Vulnerability
Weakpoint DMG
Weapon DMG Bonus
DMG to Enemy Bonus