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Gambit prime armor guide reddit

Now that we've had time to play with many perks, which stand out must-haves or are deficient? Are there a few combinations of advantages that work well together or is a full set of one role the best? Invader seems to have good advantages at all levels, I definitely want full sets. The guard service has an interesting first-level advantage, but the rest seem a bit like a bit of a problem to me. Reaper's level two advantage looks good to support the entire team, but no one else seems valuable. Collector looks like another series where all the front tiers have reliable bonuses, even if they're not flashy. Page 2 27 comments Page 2 4 comments Many Gambit Prime armor benefits are vague (because Bungie hates numbers), so we try to answer several of my questions and quantify the benefits from each benefit. Not all benefits were tested easily or thoroughly (especially with only 2 people), but I think it's a start! Thank you to the Duke of Aiding and abetting (and later impuri7y) for your help! REAPER Perk 1: High Value Tracker Damaging a high value object or non-Primeval ultra means it and weakens it to allies The brand/damage enthusiast takes ~9 seconds. Damage without advantage: 40 (red bar) 29 (yellow bar) Damage with advantage active: 79 (red bar) 57 (yellow bar) Benefit: ~97% damage buff Perk 2: Quick win of Pinata of Death Use fighter drops special outfit on allies Our tests show that 5 quick kills were needed. A dropped special projectile fills your magazine and your assets. Advantage 3: Long-lasting taste The motes you have innumbs have increased lifespan Without this advantage motts start flashing in ~15 seconds and are despawn ~19 seconds. With the frontal aspect, the motts start flashing in ~18 seconds and disdain ~24 seconds. Advantage: ~25% increase in life Perk 4: Major Rewards The force of powerful enemies allows the temporary mortar loading rate to increase The killing of a large (yellow bar) gives you this buff for ~4 seconds (ultras don't count). Although it is not very long, it adds a huge amount of grenade charging. Duke got three grenades off within four seconds. Advantage: ~1 seconds of grenade charging The hobby does not stack up and cannot be updated within 4 seconds. However, you can proc it immediately again. INVADER Perk 1: Assassin's Ammunition Sever you conquer, ammunition slowly tricks into your kinetic and energy weapons over time 10 seconds and 25 seconds after penetration your Kinetic and Energy truces will be fulfilled. It doesn't affect the reserves, and if the mag is full, you will hear the noise and get no benefit. Advantage 2: Lethal Defense Santa Enhanced Invasion Overshield This Advantage: 16 Body Shots Kill With Advantage: 23 Body Shots Kill Benefit: ~100% buff overshield, ~43% buff for total health (Tested using 450 rpm autorifle - 18 dmg per bodyshot) Perk 3: The guard won when Invading grants a temporary injury bonus when you return to your own arena Buff lasts ~28 sec. Damage without advantage active: active: (red bar) 18 (yellow bar) Km x1 damage: 55 (red bar) 24 (yellow bar) Damage with KM x2: 66 (red bar) ____ (I died before shooting the yellow bar) Advantage: ~33% by x1, ~60% x2 Add more testing! Advantage 4: Bank robber intrusion locks enemy bank. Stand near a locked bank to clear Motes must < 10m from bank to clear. COLLECTOR Perk 1: Legacy Drop some of the carried Motes death You drop 20% motes and you lose the rest (you don't spawn back with anything) - 10 arrested drops 2.20 you arrest just drop 4. Lame!! Advantage 2: Umbral Armor Fast pick up 5 Motes admits overshield We tried to test this many times, but it's a tricky foundation. Duke had to isolate five motts worth of enemies, I attacked him and tried to find him when he picked up the motts. Then he hid trying not to get shot so we could test. Based on some rough figures, it gives you a 50% oversummer. The shield disappears on its own after 5-10 seconds. However, it will give you a big piece of health right away. Needs more testing! Advantage 3: Cashback Gain Kinetic and Energy ammunition whenever a bank issues one magazine worth of special ammunition when any amount of motes is a bank. Not scaled by the amount of motes. Ammunition is issued for reserves if mag is full (unlike Assassin's Ammunition). Advantage 4: High yield savings Kanna up to 20 Motes. Here's how to send Giant Blockers to an enemy team Testing is not required, but SGA: Giant Blockers clears the motes on their own (no two blockers are needed). SENTRY Perk 1: Umbral Strike Multikills admits to an injury hobby against a person taken. It's emptied when you're injuring an TAKEN fighter. Stack up to 5x Stacks based on the number of multi-skill (double metals and upwards), not the number of enemies killed in one multi-retard (not increasing after a double homicide). Damage without advantage: 11 US x1: 16 (45% buff) US x2: 20 (81% buff) US x3: 24 (118% buff) US x4: 28 (15 5% buff) US x5: 33 (200% buff) Perk 2: Safe and healthy Standing near a bank triggers health regeneration When within ~7 meters of the bank regens about as fast as healing tear. Advantage 3: Injuring the Invader Tracker Invader marks them to your teammates Mark lasts ~10 seconds but disappears within two seconds of the flag guard's death. Advantage 4: Defender Max-res/mob/recin light when Well No testing is required. TL;DR Inheritance sucks! Let me know if your testing leads to similar/different numbers! Shout out to the Destiny Raid Parade clan and happy invading gambling protectors! Edit: added clarifications based on comments Page 2, 101 comments on Hello Guardians, Focused feedback is where we spend a week focusing on a hot topic that is widely discussed around the Tower. We're doing this to strengthen feedback, All your related ideas and problems in one place for discussion and as a source of feedback for Vanguard. This thread will be active until next week when a new topic is added selected for conversation White targeted feedback is active, ALL messages about gambit prime armor benefits after it is sent will be deleted and redirected to this thread. Exceptions to this rule are as follows: New information/development, guides and general questions Any and all feedback on the topic is welcome. Regular sub-rules apply, so try to keep the conversation on the subject of the thread and keep it civilized between opposing ideas This particularly focused feedback aims to focus on the different roles and benefits of different gambit prime armor sets (Sentinel, Reaper, Invader, and Collector). A month ago, a different focused feedback was made on gambit prime as a game mode. The Wiki page - Targeted Feedback - has also been created for Subi as an archive for these topics going forward so that anyone can view them with interest or just a way to view the submarine's previous hot topics over time. Page 2 Now I don't have a season pass yet, so I can't get it. But if I could, I'd go to gambit prime gear right away. But I've never seen anyone walk in it. What's that about? Page 2 22 comments Thank you in advance. Blessed day. Page 2 13 comments Okay we have what, 4 armoured sets times 3 levels time 3 categories/ characters make 36 armoured sets? Too many Less ones who say you want ONE Notorious armor per set type per character, in addition to cultivating them, means they're downright blocking your vault to high up in heaven Sho a lot of the different armoured troops are that they change visually so you can see what your teammates/enemies are defined as right? Make different types of decorations and tie bonuses to decorations. Do it so that you have to make each one, and then you can use them again depending on what you want to perform. Instead of using what you have, you can actually make builds because they set bonuses aren't tied to one role in Gambit prime... They're just tied to gambit prime. Synthesizers still use temporary bonuses to compensate for exotics People is much more likely to run things in addition to a full attacker or partial reaper gear if they can switch more easily to a guard or collector to try it out. I'm just saying. Few people fully use the set bonuses besides the attacker, I'm really depressed at the moment because I didn't get the MMXIX seal. All I needed was a win in the GP wearing all the infamous armor. Well, for someone who hates gambit, it's already a huge task, but there's a hell of an RNG involved. I understand it's a nuclear game mechanic, but why don't powerful mltis give pieces of armor in a certain order? I tried and tried, but I couldn't get pants, no matter what. All that synthesizers and fees for the synthesizer ran out. All this could have been avoided if the first notorious armor were given for example, first the chest piece, then the gloves, trousers and cape. You can still get a helmet for the reward. The rolls, which are the most important part of RNG, would not be affected. After the first round, pieces of armor could be obtained in random order. The infamous set already took a lot of work. It was the only thing I needed for the sinet, and now I can't have it because I don't have time to grind synths anymore. I'm sorry, if this is nonsense, I'm just really angry and tired after today's grind, it didn't do anything to me. Page 2 13 comments I have a weak synthesizer, but I'm trying to get an illegal guard helmet for my Titan. How do I get a helmet with good roll stats? It's like I'm looking for over 60 statistics. Help? Help?